

Nintendo 64 • PlayStation • Dreamcast • Handhelds • Arcade

# ELECTRONIC GAMING MAGAZINE

OVER 70  
PREVIEWS  
INSIDE

## RESIDENT EVIL EVERYTHING

All The New Games  
Revealed

## A RARE OPPORTUNITY

7 Pages of Info on  
Rare's New Games

- Perfect Dark
- Donkey Kong 64
- Jet Force Gemini

## Games Inside:

Super Mario Adventure  
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EGM 121

August 1999  
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COMING JULY 14, 1999



# JADE COLEMAN

STORY OF THE TAHAMATU



EDITORIAL

# Rare Talent

Every year people bemoan the fact that the summer is not quiet when it comes to game releases. Fortunately, this year it is proving to be pretty exciting as we have a new system launch to look forward to in September. **Check out the previews section this month and you'll see that the onslaught of blockbuster announcements isn't letting up for one minute.** We've got another 20 games for the

wait to get our hands on it.

Outside of the previewer though, who can ignore the subject of our cover feature? Resident Evil is one of the biggest franchises to develop in recent years, and our feature looks into the background of the game and gives you details of **ALL the new games.** Horror on PlayStation, R2's on N64, Code: Veronica on Dreamcast and even the forthcoming Game Boy game: Survival

## "Perfect Dark" makes GoldenEye look like kid's play, and we can't wait to get our hands on it."

horror has never been more widely available. Let's just hope the franchise doesn't get nailed too much in the next couple of years though, eh?

Finally, I just want to take the very briefest of moments to say "aa never" to John Willard. Our erstwhile Reviews Editor has recently landed himself the position of Editor in Chief on EGM's sister strategy title, Super Gamer. We wish him well, even if we won't have anyone to pick on any more. And before anyone asks, no, he wasn't Sade's X.

John Davison

# Contributing Writers



Tom Harv

You may already have it in Tom's work elsewhere. Currently working for being as a contributing editor for both The Washington Post and Newsweek, he mansucripts as one of life's "topnotch" journalists. And now he writes for us... at his underear or apparently vice.

Gary Malison

Previously Gary was assistant editor for the Official US PlayStation Magazine. His new duties for being as a contributor for his former employer, were redefined and now EGM. Sometimes he can be seen at the EGM offices sporting a tie... so he's easy to spot.



James Mielke

Affectionately referred to as "The Malison" or "Milling" young James has been writing for EGM for some time now. A native of New York, he currently owns a bar called HWY, on East 40th St, NY. So there, drink beer, drink out and talk to his about Japanese import parties. Make some friends. Enjoy.

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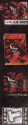
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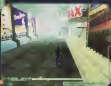
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# Letters to the Editors

## Is It As Fun As You Think?

What has the gaming world become? The three leaders, Nintendo, Sega, and Sony say how good their systems are. The Dreamcast has internet capabilities, and is affordable. The PS2 can play DVD movies, has internet capabilities and great graphics. And the Gamecube says it can equal, if not exceed, the power of the PS2. It's all become too complicated now. I remember the good ol' days. We didn't have some of this fancy polygonal graphics. No cut-throat gameplay. With games like



Golden Axe, Mega Man, Pitfall, Super Pac-Man and more... Nowadays, it's all graphics. The next generation system I'd buy is the one that can match the fun and gameplay of my old Atari and NES. [denys@hiber.net](mailto:denys@hiber.net)

You're probably being a little harsh here. I might suggest that you go back and play Pitfall again too...I'm sure you'll find that it's not as fun as you remember. Many of the old games are remembered with a considerable amount of rose-tinting—it takes a strong will to acknowledge that they're not really as fun as you mean. Super Pac-Man *is* cool though.

## A Bit Of Culture

I recently bought *Shogun*, and after beating the Arcade Mode with Sephiroth there was a really cool FMV featuring scenes from FF7. The background music was the title theme as an FF7 when facing Safer Sephiroth at the end of the game. I was just wondering, what is the name of the opera, its composer, and which orchestra performed it? Is it on any of the FF7 soundtrack CDs? Can it be found on any other CDs?

Clay Boyer  
[clayboyer@rednetmail.com](mailto:clayboyer@rednetmail.com)

## LETTER OF THE MONTH

### Sega Bashing?

I'm not accusing you guys of "Sega bashing" because that is a horse that has been beaten to death long ago, and is simply untrue. It just seems like most of the DC-related articles written have to insert some sort of blurb that states how Sega has a ghost of a chance at success and we'll have to wait and see how they fare. No, I realize that Sega f'ed up in the past, but why should we not embrace the DC who obviously just because they screwed the Saturn over? After this EG, I think it was extremely obvious that Sega is playing serious hardball. Sega is pecking at the PS2 market, it will have a list of launch titles that seem to be

**Congratulations.** You win an Internet petition "to win becoming a Nintendo (PS), an Eclipse Dark (SAT) or a StarPad Pro 44" (M4).

See page 116 for official rules.



Illustration: Lee Bickelstein

better than the N64's lineup (think *God of War* for some decent fighting games!) with even more on the way. Sega will be the first to offer such-but online gaming to the console market, a feat that will win them MANY fans, right?

**I think it was extremely obvious that Sega is playing serious hardball.**

Included. Sega already has a ton of RPGs in the works, many of which will offer online playability (the N64 has NONE). Great tracks and Solid was more of an action/adventure game). Add to this a ton of better-than-arcade translations and I think you have a sure fire winner besides, never underestimate an alliance between Nintendo, AT&T and Iamaga. There are forces to be reckoned with, mark my words...

Sega has the backing of some of the most influential corporations in the computing and communication industries, not to mention the ton of third party developer support. I guess the part of what I'm saying is that I think Sega is receiving unprecedented support for it. It is probably obvious that they have what it takes to be a success. Sure, people say they

are going to wait for the PS2, but once they see the DC in action, that year-long wait is going to be an AWFULLY long time to hold out.

Steven Souther  
[sdouther@earthlink.net](mailto:sdouther@earthlink.net)

Like everyone else, we really want to see Sega do well—and early signs indicate that it will have a great year in 2000. The DC launch lineup is probably the most impressive ever. To prove our enthusiasm, watch out for a HUGE cover feature on Dreamcast next month.

Square's *Last Airborne* can help you with that one. Gary So we'll let her take it from here. "The name of the song after beating the Arcade Mode with Sephiroth and when facing Safer Sephiroth at the end of FF7 is called "One-Winged Angel." The music and its lyrics were inspired by the modern 20th-century composition "Carmina

Burana," written in the 1930s by Carl Orff. The work itself is a collection of poems and songs, most of which is in Latin. The piece is on the FF7's original soundtrack and the Final Fantasy VII Reunion Tracks, which is currently only sold in Japan. (Can it be found on any other CDs?) I suggest where most classical music is sold."



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LETTERS

# \$100 million

The amount of money Sega is spending is key to convincing you that the Dreamcast is the best thing ever. Check our cover feature next month to see if it really is.

## Ask Sushi-X

Get a game-specific question for our resident Ninja! Write him at:

**Sushi-X**  
P.O. Box 3238  
Oak Brook, IL  
60521-3238  
e-mail: sushi\_x@cd.com

The back. After a month away controlling my rage in Japan I've worked myself up into a gaming frenzy and am ready to answer any questions that you have. And for those of you that asked...no, I'm not Che Chou in disguise—my identity remains a mystery.

**Q:** Will there be a sequel to Konami's *Silent Hill*? Also will they be creating any more survival horror games?  
[johnstam@tdm.com](mailto:johnstam@tdm.com)

**A:** No fat lot, no official word from Konami on a sequel for *Silent Hill*—however, it's more than likely that we'll see a sequel for *Silent Hill* on the PlayStation 2. Sony recently showed a little clip from the supposed *PlayStation* version during their party at E3. And to be quite honest, it looked like PS crap.

**Q:** I need to know if Square plans to release *Bushido Blade 2* soon. I hope that the console system used in the original *Bushido Blade* returns for part 2, with a few enhancements of course.

F. Schlock II  
Rochelle Park, NJ

**A:** Ahh, *Bushido Blade*. Square has kept a tight lid on any development for a third *Bushido Blade*. As far as anyone knows, there's nothing in the works. If you're pressing for some swordplay, get in on some *Soul Calibur* action!

**Q:** As an avid fan of *Street Fighter*, I was wondering if Third Strike will make it to American arcades or better yet, home systems?

[Abel\\_soto@hotmail.com](mailto:Abel_soto@hotmail.com)

**A:** By the time you read this, *Street Fighter 3: Third Strike* should already be out in arcades everywhere. As for home systems, I wouldn't be surprised if some sort of SNK compilation was the first CPS3 conversion for the Dreamcast. Well, how about it Capcom?

**Q:** A local shop owner told me that a special video card can be inserted into the I/O port of the PlayStation and it will modify the laser lens to handle DVD discs.

[www.p708.com](http://www.p708.com)

**A:** Sorry, it's impossible to upgrade your PlayStation to handle DVD discs. Being able to play DVDs requires a DVD drive, something an upgrade can't provide. He was probably referring to the add-on which allows you to watch VCDs on your PlayStation. These drives are available, but you can find them all over Asia as they are quite popular.



## Mario Is No Longer Square

Whatever happened to Super Mario RPG or is it ever going to come out? I mean the first one was one of the best RPGs I have ever played. This game needs to come out! Nintendo is making the right move on making games that you get to be Mario and play as characters that we love! I hope Nintendo doesn't screw up again and not bring the game to the States. If you got any information on this game, PLEASE print it in your magazine!

[badboy34@aol.com](mailto:badboy34@aol.com)

Nintendo announced it big that Super Mario Adventures will be out soon for the N64. Although not developed by Square it is, in effect, Super Mario RPG II—and as such we expect it to be something pretty special. Check out this screen and our preview this month.



## How To Do Stuff

Why what happened to the "How to" section that started in Issue #22? Those articles were pretty helpful. For example, the article on How to Import Japanese Video Games helped me out a lot [go James Walker a put on the back.]

Reedy Corry  
[corrym2001@webtv.net](mailto:corrym2001@webtv.net)

It will be back. We have a "How To...Get a Job in the Game Industry" feature in the works as we speak. That should help kickstart the series again and fire it up through the winter months. Watch for a sequel to "How To...Import Games" too.

## Question of the Moment

### How should games be rated? Like movies?

There are only two types of video games. Those that get Tigger Game's pants in a wad, and those that don't. "No Johnny, you can't have this game. It got Tigger's pants in a wad." See? Yes, [ventral@earthlink.net](mailto:ventral@earthlink.net)

The ratings are just fine but they need to be bigger. I can barely see those small little things.  
[tsa@earthlink.net](mailto:tsa@earthlink.net)

No rating system needed!!  
[ajquill@earthlink.net](mailto:ajquill@earthlink.net)

Games should be rated like movies.  
London Pongey,  
[pongeyl@comq.com](mailto:pongeyl@comq.com)

Games should be rated by printing the ESRB Review Code scores on the cover so I never buy a crap game ever again!  
[pogboy@earthlink.net](mailto:pogboy@earthlink.net)

I think the ESRB rating system is perfect. It just needs to be enforced!!  
[jmcowgry@earthlink.net](mailto:jmcowgry@earthlink.net)

Ratings like E, T, M and A don't seem to have an impact. The video game industry's best, but it just to tell what's in the games (nudity, mild language, etc.)  
[paulmugg@earthlink.net](mailto:paulmugg@earthlink.net)

Next Month's Question of the Moment

**Are you going to buy a Dreamcast on 9/9/99? If not... why not?**

Send your short but sweet responses to [ESM@cd.com](mailto:ESM@cd.com) with the subject heading, DREAMCAST

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## Ring Job

A few weeks ago I got out my NES and started playing my games and I came across this [level] called "Ring King." It is a boxing game, but in between rounds, while sitting in the



corner, a little short guy who looks like Richard Simmons, comes out and gives your boxer a "blow job" to regain your health. Have you ever seen or played this perverted game?

Mathew Popp  
popp\_01@hotmail.com

Usually, as the letters page is being compiled, e-mails are passed around the office to gauge the team's reaction before committing ourselves to print. As this particular e-mail made the rounds, there were number of audible exclamations professing that this was just a bunch of party pics. Several inebriated days later, and with the help of a considerable back-catalog of NES games, we were able to come up with the following screenshot from Ring King. This is a legitimate shot of a legitimate game. And neither, we think, you may have a point. Although we're not sure about the Richard Simmons thing—that's just creepy.

## Phantom Delays

I just have one question for you guys, what's up with The Phantom Menace in PlayStation? I've heard that they can't release the game until September because of licensing problems with Sega since they have the Star Wars Trilogy license. I've been looking forward to this game for a while so my rift would be great.

Henry Bonas  
abdr66@hotmail.com

a little short guy who looks like Richard Simmons, comes out and gives your boxer a blow job to regain your health.

It has nothing to do with licensing. The PlayStation team at LucasArts is comprised of three very talented programmers who are over-worked above and beyond the call of duty. When we visited LucasArts for our cover feature a few months ago, the PlayStation team was already looking very tired and very worried about the deadline. Thankfully, the deadline has now been changed, and the game stands a much better chance of living up to the high hopes everyone has for it. Has anyone played the PC version yet though? What do you all think?

## Squaresoft Jumping Ship?

What's this I hear about Squaresoft not developing for the PlayStation 2? I was just at Diogenes Boutique and

some guy said IT Anthology would be the last Squaresoft product for Sony and that Squaresoft was moving over to Dreamcast because Squaresoft doesn't think people will going to buy a \$700 system. I love Squaresoft and all, but Sega has broken my heart too many times.

Parade Korta  
pkorta@excite.com

Squaresoft is really associated that Final Fantasy (it will be a PlayStation product, and if conversations we overheard at E3 are anything to go by—it could be out in Japan by March soon). Beyond that, we don't know of Squaresoft's plans—however, their inclusion in the "Clashes of the Future" demo of PS2 on March 4 in Tokyo would seem to suggest that the firm is closely affiliated with Sony's plans for a future machine.

## LETTER ART

### WINNER

Janey Tenn, Louisville, Ky



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### Close, but no controller

Bad luck in these guys—better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days so don't miss out!



Henry Bonas, NY



Andrei Roshko, IL, NES Double Action

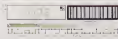


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# Press Start **The Hottest Gaming News on the Planet**

## Riding The Wave



Illustration by Eric Nishizawa

**W**hen Nintendo's Dolphin jumped out of the gate on May 22, it not only surprised many, but amazed that Sony will have more than 10 months to worry about as PlayStation 2 launches. As the last of the big three to show its cards, Nintendo outdid Sony's previous announcement by announcing technology partnerships with AMD, IBM and Panasonic. A projected holiday season 2000 launch worldwide is ambitious, getting Dolphin

directly against PS2 in the lucrative fourth-quarter sales period.

But Nintendo has not tipped its hand completely. We know very little as to exactly how powerful the machine will be, but the specs we know so far can be directly compared to PlayStation 2: Not as surprising is that Dolphin is a bit more powerful than PlayStation 2 in the areas Nintendo chose to announce, though making direct comparisons at this point is unfair as Nintendo hasn't released complete specs.

On the matter of price, Nintendo of America chairman Howard Lincoln commented, "While our new Dolphin hardware will be extremely powerful, it will not be expensive. It will retail at a mass market price for home video game systems." Current speculation has Sony's PS2 hitting the market somewhere under \$190. If that proves true, look for Dolphin to hit a very similar price. IBM's copper semiconductor technology, used in the Gekko processor at the machine's heart, will undoubtedly bring Nintendo even closer to a mass market price. It will be manufactured at IBM's facilities in Burlington, Vt., and shipped to Nintendo Copper, as one of the best electrical conductors, takes the place of aluminum normally used in chips, allowing them to be

smaller in size and cheaper to make. NEC will provide the graphics I/O, developed by AMD. AMD was formed by some of the same people who designed the original graphics chipset for the Nintendo 64.

As far as developers go, Nintendo has said that it hasn't started going out to actively recruit developers, instead relying separately teams to build up the first games for the system. They include left Field Productions (PBA Courtzaki), Retro Studios (formed by



It may be small, but it sure packs a wallop. This is IBM's copper technology PowerPC chip, which powers Dolphin. It's based on a second vice connected to the N64's digital core.

### THE PLAYERS

Which of the two launch-in-the-fall video game systems do you have more hope in?

PlayStation 2

60%

Dolphin

40%

Source: [www.nintendo.com](http://www.nintendo.com) and [www.playstation.com](http://www.playstation.com)

**Dolphin isn't the first video game system IBM has been involved with. In 1993, it manufactured a system for another well-known company... Do you know which one?**



## THE PLAYERS

### Dolphin Trainers

Nintendo's got a handful of designers and developers involved with shaping the system of the future. Of course, all of these have their own web pages on the Net, so you can go check it out for yourself.

**The Major Players**  
**AMD** - [www.amd.com](http://www.amd.com)  
**IBM** - [www.ibm.com](http://www.ibm.com)



**NEC** - [www.nec.com](http://www.nec.com)  
**Panasonic** - [www.panasonic.com](http://www.panasonic.com)  
**Mitsumi** - [www.mitsumi.com](http://www.mitsumi.com)

**The New Dream Team**  
**Case** - [www.case.com](http://www.case.com)



**Left Field** - [www.left.com](http://www.left.com)



**Retros Studios** - [www.retrosstudios.com](http://www.retrosstudios.com)

company members), Rare and Nintendo's own Internal R&D. At this point, no titles have been announced, but you can bet that Miyamoto will have a hand in at least a few of the launch games.

The company's announcement was backed up by glowing testimonials from both Rare's Chris Stamper (one of the Stamper brothers who originally formed Rare) and Nintendo's own Shigeru Miyamoto: "Designing games is an ever-changing process, and this chip with its speed and seamless data flow, will allow us to make even more amazing games," Stamper said. "Consumers will love the end result with the upcoming system."


DVD, Big, bad and the format of choice for gaming in 2000. Matsushita (known also as Panasonic), as the biggest rival to Sony in consumer electronics, is a valuable ally for Nintendo. The company will provide Dolphin's DVD drive, as well as giving the system DVD's region and piracy protections. Dolphin on its own will not be able to play DVD movies, but as part of its deal with Nintendo, Panasonic will also market consumer electronics devices later on with Dolphin technology built in. That means that at some point in the future, we could see a DVD player with a Dolphin machine built in, although not by the time the game machine itself launches. Contrary to



**While our new Dolphin hardware will be extremely powerful, it will not be expensive. It will retail at a mass-market price for home video game systems.**

suffer rumors, it will not use a removable DVD drive, which would've given it 64GB-ish customization options (it'll still need memory cartridge storage).

Internet capabilities will be just as important as DVD in the next generation, and although Nintendo has not made any announcements as to whether or

not Dolphin will be Internet ready, part of Nintendo's partnership with Matsushita includes future, digital network use. These could include wide-area conferencing and network gaming options, which are quickly becoming standard parts of the video game experience. 

[www.nintendo.com](http://www.nintendo.com)

	NINTENDO DOLPHIN	PLAYSTATION 2
<b>GPU</b>	IBM Graphics Processor	Emotion Engine
<b>Clock Speed</b>	400 MHz	300 MHz
<b>Transistor Count</b>	5.1B transistors	6.5B transistors
<b>Graphics Processor</b>	Being developed by AMD Inc. supports 5.1B transistors embedded DRAM technology	Graphics Synthesizer 300 MHz, 5.1B transistors embedded DRAM technology
<b>Memory Bus Bandwidth</b>	3.6 GB/sec	3.6 GB/sec
<b>Software Medium</b>	DVD, provided by Matsushita	DVD/CD, provided by Sony
<b>Availability</b>	Holiday Season 2000	Spring 2000 in Japan, Fall 2000 in U.S.



PRESS  
START

Atari's 64-bit Jaguar system was  
manufactured in the U.S. by IBM.

## DEVELOPER PROFILE

### Saffire

Location: Pleasant Grove, Utah  
Website: [www.saffire.com](http://www.saffire.com)



#### # of employees: 60

**Gameing credits:** *Armageddon*, *Top Gun Alley* (PS), *Age of Adventure* (GB), *Go PHAROS* (PS/N64), *Demage World Tour* (N64) and *James Bond* (Xbox)

**Future projects:** *N64* - *Top Gun Rally II*, *Tiger Woods 2000*, *Rainbow Six*, *Home Alone*, *Prince and Young*, *Olympians*, *Game Boy Color* - *Jango*, *CatZ*, *DogZ*, *Alibi's Adventures II* and *Chromaster*

**If there was one thing we could change about this industry, it would be:** The industry needs better game designers who can visualize the game from the beginning so there are fewer changes at the end of a project.

**During breaks from late-night programming sessions, we:** What is a break? If we take a break at all it is to go something to eat and maybe sleep. Sometimes we like to talk about game concepts and books or movies we like.

**Our favorite game to play in the office (not by us):** Some of the guys like to play basketball in the parking lot or network games like *Quake*. Saffire had a candy bucket that is pretty popular among the guys.

**Music that inspires us around the office:** We have such a variety of tastes (country, rock, rap, jazz, etc.) that we require headphones for all employees. It cuts down on the fights.

**Many behind our name:** Saffire is a cross between a brilliant dark blue gemstone and fire. We like to think of it as the fire within the stone. The stone represents our rock-solid determination. The fire represents our creative drive and the combination of the two is beauty.

**Team motto:** Make the best game and do it on time

## Remembering WWF Star Owen Hart

His death shocked and saddened wrestling fans, friends, gamers—everyone—but Owen Hart will be remembered not only by his legacy as an athletic showman but also in Acclaim's *WWF Attitude*. A spokesperson for the game, due on PlayStation 3 and Nintendo 64 later in the summer, told us Hart's character will remain in *Attitude* as a tribute, and the game will likely display a dedication screen for the late grappler, as well. A THQ spokesperson tells us that it is too early to determine whether Hart will appear in its forthcoming *WWF game*.

Hart, a 33-year-old native of Calgary, Canada, fell to his death in a truck accident at a May 23 *WWF* pay-per-view event. One of the most, most well-respected wrestling veterans in the industry, Hart recently made an unprecedented sixth WrestleMania appearance. He had the part in his blood—He's the brother of former *WWF* champ Bret "The Hitman" Hart and son of legendary wrestler/promoter/trainer Stu Hart.

In our interview with Hart for July's *WWF Attitude* cover feature, Hart died as in on the secrets behind his career's longevity. His response, unapologetic and raw, show Hart as an athlete who kept his priorities straight. "You've got to have a lot of discipline," he told

us during a *WWF* house show in South Bend, Ind. "You've got to stay away from drugs, and you've got to take care of your family life. If your family life goes down the tubes, that usually has an impact on how you work. It's kind of a 'domino effect.' If you've got a lousy family life, you go to work miserable. You end up missing shows or drinking too much. Next thing you know, you end up getting fined or injured. All of a sudden, [you're] a 30-year-old with a blown-out knee, and [you] never learned how to survive."

[www.wwf.com](http://www.wwf.com)  
[www.ecw.com](http://www.ecw.com)



The tragedy of WWF wrestler Owen Hart lives on in Acclaim's *WWF Attitude*

## Lara Back For More on PlayStation

Edof's burly video game babe, Lara Croft, will be back for another adventure on the PlayStation before the end of this year. Although the fourth game in the ultra-popular *Tom B Raiser* series was nowhere to be found on the show floor, Edof does have plans to

release the game, called *Tomber Raider 4: Last Revelation* in November. Even though Lara didn't have a new game to show off, her real-life counterpart made an appearance at the show to pose for modeling fans.

[www.tomclain.com](http://www.tomclain.com)



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PRICES  
START

## TERRITS

### Sea-Through



In order to celebrate the release of *Seaman*, Sega will release a clear version of the Dreamcast called Dreamcast Model Seaman on July 25. The package includes the clear console (described by Sega as "jewelry white"), controller, VMU, microphone and a copy of the *Seaman* game. Only 500 of these systems will be made available.

### MGS BY MS?

Metal Gear on the PC? It could happen, thanks to a deal announced just prior to E3 in Los Angeles. Konami signed an agreement with Microsoft that could mean Metal Gear and Konami's catalog of titles will appear on the PC in the future. In turn, Konami has been given the option to publish Microsoft's PC products on consoles including the Dreamcast, PlayStation and Wii.

### SNK PORTABLE GOES ON SALE

SNK's portable color game system Neo-Geo Pocket Color is available now through SNK's Web site at [www.snkusa.com](http://www.snkusa.com). The company recently announced a \$20 price reduction on the hardware, bringing it to \$69.99. Games range in price from \$24.95 to \$29.95, and can also be accessed directly from SNK.

## VIDEOGAMES.COM POLL

How excited are you about the Dreamcast's U.S. launch?

Very Excited - 10%

Excited - 7%

Not Excited - 7%

Dislike - 12%

Source: [www.videogames.com](http://www.videogames.com) vote and results for 5/24/99

## Sega Gives Players Sweet Dreams

Sega came back with a strong showing at this year's E3, proving that the company is willing to do whatever it takes to compete with Sony and Nintendo. In addition to making key announcements, like the inclusion of the 64K modchip with the Dreamcast at E3ppg when it's released on Sept. 9, strongmen were surrounded with games from all imaginable genres. Just about every major Dreamcast game was shown, whether Japanese, European, American, whether or not they were coming to the States or not and regardless of if they had publishers like an English version of *Pop Fan Tirokon*, *Gundam Side Story* and *Wings 202*.

The big draw at Sega's booth included *Sonic Adventure*, *Soul Calibur* and *Shenmue*. A few of the *Shenmue* demo shows of the best TGS were subtitled into English, along with several very detailed facial expression demos starring the game's characters. House of the Dead 2 was shown, and while it will be coming to the States with red blood (instead of the Japanese version's green), Sega's own DC light gun will not be released here. Not to worry though, third-party peripheral manufacturers are hard at work on them.

We may also be able to get our hands on a U.S. Dreamcast much sooner than Sept. 9. Sega is teaming up with a Russian video rental outlet for a promotion beginning in mid-July where you'll be able to rent the Dreamcast and choose from three of the launch titles. Continuity is key to get word of mouth going early. As if that's not enough, Sega's planning a media blitz, admitting in its sponsorship of MTV's Video Music Awards, which takes place on Sept. 9 also.

Dreamcast's launch lineup still looks great,



with more than 15 titles ready to go on the day and plenty more to follow. Recently, however, Sega confirmed that *Wings Fighter 9th* and *MVA 2000* will be delayed a little bit. Sega's handling a proper *Verdus Made in USA* (the Japanese version didn't have one) while Sega's hard at work polishing *MVA 2000* ( slated for October ). *Sega Rally 4* will also not have a final release date, but is expected to be released sometime this fall, so seem as Sega makes sure all of the modern play bugs are worked out.

[www.dreamcast.com](http://www.dreamcast.com)

**Case of Quake incident and CD-ROM Game Color of Day is now-CD media interface. Color was not with a standard console when he confirmed that the CD-ROM model will be packed to.**



CUT OUT AND PLACE OVER  
AN IMAGE OF YOUR  
FAVORITE VIDEO-GAME  
HERO. SPRITE WON'T MAKE  
HIM FIGHT EVIL ANY  
BETTER, BUT HIS ABILITY  
TO STAMP OUT THIRST  
IS NO LESS LEGENDARY.  
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THIRST IS EVERYTHING.  
**OBEY YOUR THIRST.**



"AFTER 24 LEVELS OF SUPERKICKS, THUNDER ELBOWS  
AND POWER PUNCHES, NOTHING'S MORE  
RELAXING THAN SITTING ON A LIFELESS ALIEN TORSO  
AND DRINKING AN ICE-COLD SPRITE!"



PRESS  
START

# And then they put this toy on the desk...that can re-create what we're doing in the movie.

—George Lucas on PlayStation 2

## TIDBITS

### Only One Left Standing



Congratulations to EGM West Coast Editor Mattias Magnus (also known as Obi-Wan, The Kid or The Professor), winner of AGETDC's Fighter Maker press tournament. The Professor's fighter went up against those constructed by other magazine editors. Each was controlled by the computer, relying on the characters' built-in A.I. to decide the winners. In addition to the trophy, Matt will get his name put into a future AGETDC product.

## PlayStation 2, But No PocketStation

Wrestled quietly between industry veterans Nintendo and Sega was Sony's expensive PlayStation booth. Sony's own games were positioned next to the best its licensees had to offer, while Crash, Street Fighter, Tekken and Flingo! bowed overhead in balloon form. Only areas of its booth dedicated to Apt Escape, Unjumper Lament, Gran Turismo 2, Crash Team Racing and Tomb 2

But the real action was at the very front and center of Sony's booth, where PlayStation 2 demos were being shown. Granted, these were the exact same demos Sony showed off in Japan in early March, but this area always drew a crowd. While watching puff balls, an old man's face and a rubber duck float in a tank is interesting enough, the playable demos of Star Wars: Battlefront and Sly 2: Band of Thieves hung close by to the demos were security guards. It only to prevent on any who might try to nab a souvenir. At Sony's party, a new PS2 demo was shown of Silent Hill that looked really early like mean they must've not shown this one before was because it



wasn't that impressive. No further announcements were made regarding PlayStation 2 at the show.

One thing was noticeably missing from Sony's booth—PocketStation. Sony's PDA was nowhere to be found, and the reason is because Sony will not be introducing it in the U.S. this year. Unfortunately that means that games like Final Fantasy VII, Monster Rancher 2 and others that have PocketStation features in Japan will be without them in the U.S. or have them but not be able to be used until the system is released here.

[www.playstation.com](http://www.playstation.com)

## TOP 10 ARCADE PICKS

- 1 **NSA Showdown**  
Atari
- 2 **Wrestle Tag Tournament**  
Atari
- 3 **Goody Goody**  
Atari
- 4 **Street Fighter III: Third Strike**  
Capcom
- 5 **Alpha Wars**  
Atari
- 6 **Star Wars: Battlefront**  
Atari
- 7 **Brace Break Revolution**  
Atari
- 8 **Soul Calibur**  
Atari
- 9 **Marvel vs. Capcom**  
Capcom
- 10 **Wii: Wii Fit**  
Atari



Only a PlayStation 2 demonstration area was heavily guarded, but those who could get close enough caught an eyeful of the arena shown in Japan in March and a playable Star Wars: Battlefront





## Nintendo Uses the Force to Catch 'Em All

While Dolphin made its splashy appearance the day before the show opened, on the floor of the Los Angeles Convention Center Nintendo went full speed ahead with new content for N64 and Game Boy Color. And what would the Nintendo booth be without plenty of *Pokémon*?

Totting lists of the game was one of the Pinchu Volkswagen Beetles, filled to the brim with bean bag chairs and a few of the characters from the game. Every so often, Nintendo staff members would open the car and throw those beetles to attendees. Luckily no one got hurt in the frenzy.

With the Japanese version of *Pokémon Snap*, players brought their cartridges to local convenience stores to get sticker print-outs of the photos they took in the game. Nintendo has teamed up with Blockbuster video stores to let players in the U.S. do the same. Bring your cast in to your local Blockbuster from when the game goes on sale July 26 and if Thanksgiving, and for \$3 you can get a sheet of 25 stickers from the photos you've taken.

Four new *Pokémon* games will hit shelves this fall, including *Pokémon Pinball* (June 26) and *Pokémon Yellow* (Sept. 15) on the Game Boy side of things, and *Snap* (July 26) and *Stadium* (October) on N64. *Pokémon Gold* and *Silver*—the real sequels to the Game Boy game—will be released in Japan in late summer, and could show up in the U.S. in early 2000. As if that isn't enough, the first *Pokémon* movie, *Mewtwo Strikes Back*, is scheduled to open in theaters across the country on Nov. 12.

One of the other big draws to Nintendo's booth was the huge replica of Anakin Skywalker's podrace, hovering above the booth (so when you just wanna hop in and blast off) like a kid. The star who plays the young jock attended Nintendo's pre-show media briefing (see picture below), and even took on would-be Anakins in pod race duels on a big screen at the booth during the show.

Game Boy Color represented a huge resurgence at E3, with every major developer throwing out at least one new title for the machine. There were plenty of companies showing GBC versions of original NES titles like *Mega Man 5* from Namco, 1992 and *Ghost 'n Goblins* from Capcom, and *Cyberia* and *Bionic Commando* from Nintendo Software Technologies. It definitely proves that we haven't heard the last of Game Boy.

[www.nintendo.com](http://www.nintendo.com)



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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

**T**oo bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends, if it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet.

Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or, say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

## Star Ocean THE SECOND STORY



[WWW.PLAYSTATION.COM](http://WWW.PLAYSTATION.COM)





PRESS  
START

# インターナショナル

## International News

### Sega To Make Game Boy Games

Sega making Game Boy games? Yeah, right? When pigs fly—and there goes one. That's right, Sega has announced

that its games will be coming to Game Boy Color in Japan. The first title to be released before the end of 1999 will be a version of its Sakura Wars (Sakura Wars) game, a strategy/combat life sim. Other, yet unannounced, classic Sega titles will follow afterward. Sakura Wars was a very popular Saturn game, but was never released in the U.S.

Sega Enterprises president Seichiro Imajima explained to the Nikkei:



Stimulus that the company "came to the conclusion that we will not develop or distribute a handheld console for the lifetime of the next few years. Because of this, we decided to change our strategy to release games on multiple platforms—at least in the handheld market." This does not mean that Sega will be making PlayStation or N64 games anytime soon, as Sega has its own competing platform.

Game Boy Color isn't the only system Sega will develop for. It gives up its WonderSwan and Neo-Geo Pocket Color games as well.

[www.sega.co.jp](http://www.sega.co.jp)

### Get Your FFXIX

Final Fantasy XIII is coming to the U.S. this fall, but in Japan, gamers are already getting pined for the ninth installment of the mega-popular role-playing series. Despite the series's convenience story-based game/music/franchise distribution, confirmed final FFXIX will hit Japan as early as the second quarter of 2000. It's also been confirmed that FFXIX will be on PlayStation, not PlayStation 2.

[www.square.co.jp](http://www.square.co.jp)

### Zelda Sequel On

Nintendo announced at a recent press conference that the sequel to the Legend of Zelda: Ocarina of Time will be released in the fiscal year before the end of March 2000. Previously referred to as The Zelda, it was originally supposed to be a 64-bit title. But, seeing as the 64-bit is still a mystery, it could be some sort of "lock-on" card that expands the final game.

[www.nintendo.co.jp](http://www.nintendo.co.jp)

### Amano's Emblem

Yoshinaka Amano, known for character designs from the Final Fantasy series, Final Heaven and Kantai, has joined forces with

Capcom for a new RPG for Dreamcast called Endless in Time. The game is expected to be released later this year.

[www.capcom.co.jp](http://www.capcom.co.jp)

### Sega's Newest Challenge

At the New Challenge Conference held in early June, Sega announced that it will lower the price of its Dreamcast system in Japan to 24,900 yen (about \$260) on June 24, more than an \$80 drop. From June 26 to July 31, the DC's Japanese launch games (FFIX, Perfect Trillion, Gothic Conquests and July) and Sonic Adventure will be lowered in price to 1990 yen (\$20). The company also announced it will build its online gaming network worldwide called Dreamcast Heat by the end of the year in Japan. Goldfish Gate will be the first game to use it. This network will also be used for other services, such as video conferencing and video chat. Newly confirmed titles for release during the fourth quarter of the year across the Pacific include Virtua Striker 4 (DC), Secret of the Stars, Do and Do Hazard Code Veronica.

Sega hopes that the lower price and game insurance merits will create a sales spike going into the fall and winter.

[www.sega.com](http://www.sega.com)

### IMPORT CALENDAR

#### Legend Of Mana



**Import Pick of the Month** Legend of Mana, Square's long-awaited sequel to the Super NES' Secret of Mana.

#### PlayStation

- 6/24 Ring of Fighters '99, SNK (Fighting)
- 6/24 Metal Gear Solid Integral, Konami (Action)
- 6/24 Persona 2, Atlus (RPG)
- 6/24 Real Bout Fatal Fury, SNK (Fighting)
- 6/24 Final Fantasy Evolution 4, Capcom (Fighting)
- 6/24 Genesis, Game Arts (RPG)
- 7/5 Dino Crisis, Capcom (Action)
- 7/5 Legend of Mana, Square (RPG)
- 7/5 Ten and Robo, Capcom (Action)
- 7/19 Virtual Reality, Square (RPG)
- 7/19 Gothic Fronts, Konami (Misc)

#### Dreamcast

- 6/24 Expeditions, Imageepoch (Action)
- 6/24 Ring of Fighters (Series March 1999, SNK) (Fighting)
- 6/24 Shenmue Battle, Genki (Racing)
- 6/24 Great Storm, Sega (Sports)
- 6/24 Street Fighter Zero 3, Capcom (Fighting)
- 7/5 Duggy Heat, GSI (Racing)
- 7/5 Chess Gamblers, Genki (RPG)
- 7/5 Prince of Persia, From Software (Action)
- 7/19 Yakuza Versus 4, Tomy (Sports)
- 7/19 Sakura's Virtua (Misc)
- 7/19 Air Force Delta, Genki (Shooting)
- 8/2 Soul Calibur, Namco (Fighting)
- 8/2 Cool Borders BURNIN, Top Systems (Sports)
- 8/16 Gundam Side Story, Bandai (Action)

#### Nintendo 64

- 6/24 Paper Game 64 Evangelion, Bandai (Action)

\*No details subject to change without notice. Consult your local import game store for the latest release information.

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YOUR TEETH OUT OF THE DIRT.



# Championship Motocross

featuring

**Ricky Carmichael**



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### Did you Know?

Back like Back (Sony), Big Bad Wolves (Diddy (Nickelodeon) and Everclear (Eidos) played at company parties during E3 this year.



## Quartermann - Video Game Gossip & Speculation

Now that we've got the booze-fueled festival of gaming that is E3 and truly out of the way, we can finally get down to business with some properly juicy rumors. We've got everything for you this month: Sega, corporate takeovers, cheap attempts at buying post-affection and undead vampire hunters... it's almost like an episode of *Real!!*

**THE RUMOR** Legacy of Kain Soul Reaver will be coming to Dreamcast

**THE TRUTH** It seems like a pretty obvious fit for Xbox/Crystal doesn't it? The game is bound to be huge on PlayStation—the PC version looks gorgeous and utilizes all technology to the max and Xbox has a Sega license. Top this off with the fact that there is something of a 3D action/adventure "hole" in the DC lineup and things seem very likely. Recent posters by the Q's spies revealed that the changes to the game are "better than ever" — to expect to hear something firm around September.

**THE RUMOR** Lara Croft will be appearing in a Dreamcast game.

**THE TRUTH** Lots of rumors are true, but the Q has specific info. claim that the Diddy/Sony contract has something of a loophole in it. While Sony tied up the Tomb Raider franchise for a set period of time, E3 in DC and her pending legal proceedings weren't counted on separately though—in their's very good chance we'll see a "Lara Croft in..." game sometime in 2000. Maybe then we'll get all the funky (fiscal) estimates you see in models. But the original Tomb Raider franchise spoke a few years ago. No doubt when the next-gen DC game comes in, there'll be a healthy rush for people trying to get their hands again. (S)I'll still look much better. Young E3ers here believe this "Lara Croft and the Borders of the Last Tomb" would make a wonderful game when they about a E3er?

**THE RUMOR** Toy-Company is taking over  
**THE TRUTH** There's no argument that it's actually the French who are taking over, but what they're not touching—the toy companies are going up. The Q received reports from without sources this month that Hasbro had been looking into buying both Activision and

3D interactive, while other sources even mentioned that Diddy was being figured out a beta layout. What will this mean for us? Well... maybe lots of games with toy franchises spin-offs... and maybe a reduction in the number of non-franchise style games. Good or bad? It's too early to tell—but it's never healthy for just a few companies to be controlling everything—even if we do get action figures.

**THE RUMOR** That Sony will lower the PlayStation price to \$99  
**THE TRUTH** Sega Saturn, co-OGM status and current head-honcho as *Q!Q!Q!* U.S. PlayStation Magazine is absolutely convinced that there will be a price drop in September. And he would probably know. It makes sense... \$999 is going to be a busy day and the double whammy of FMTV being selected and a price drop for PlayStation may help Sony draw attention away from the Dreamcast launch (\$99.99 on 03/09... pretty catchy, huh?

-The Q

## Don't Panic! Seaman

Wizeman's Seaman had to have been the strangest game at E3 this year. Basically, the game is much like other virtual pet products. You "harb" a Seaman, nurture and care for him, and imagine someday he'll sprout legs and walk the Earth in your image (or something like that). You use a microphone attachment to give him commands to "bosh" him, and Wizeman had a very early English translation at the show and attracted curious showgoers with exhibits like you see at right. Seaman will be released in Japan in July.



Seaman is one of the cut-so-called life stream animals. A limited English version of the game was shown at E3, but so far a future in U.S. release. It's still up in the air.



JAPAN TOP 10		
1	Game Boy Revolution <small>Nintendo</small>	
2	Pokemon Stadium 2 <small>Nintendo</small>	
3	Single CD-ROM Game 01 - The Billboard <small>Culture/Nintendo</small>	
4	Sega Race <small>Sega</small>	
5	Pokemon Pinball <small>Nintendo</small>	
6	Galaxy Express <small>Walt Disney</small>	
7	Yagami Hoshi in GAMES FIGHT <small>Nintendo</small> <small>Microgame in Japan</small>	
8	Super Smash Brothers <small>Nintendo</small>	
9	Class Moushitou Museum <small>Bandai/Nintendo</small>	
10	Mariposita Lumping <small>Sega/Sega</small>	

Weekly Rankings, week ending 4/24/99

# PLAYSTATION INFESTATION



The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way! It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. So'm blissing.



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PRESS  
START

## E3 1999 Scrapbook

December from top: Sam of Elder's beach girls center for the camera, an unwitting Game Boy fan gets his hair colored at Marissa's booth, Sony's PlayStation success follows a 9 Best Game of Show's booth, and the lovely Rebecca Doner-Stones.

### E3 QUICKIES

## E3 At A Glance



Sonic gets his nuts shaved

Activision announced that it will publish Blue Stinger in the U.S. for Dreamcast this fall... Sega announced that it has authorized its purchase of Visual Concepts, the company that is developing NBA 2000, NFL 2000 and Hogan Brothers for Dreamcast... Capcom's N64 arcade game Dead or Alive 2 will reportedly not be released in U.S. arcades. The company says this move is based on the performance of the first game in the U.S., which was apparently not as good as it had hoped... Working Designs has announced it will bring Lunar 2 to the PlayStation in the U.S. this winter, as well as a strategy RPG called Detonator Gauntlet Ball. Detonator Gauntlet will include a playable demo of Lunar 2... Majesco Sales will publish the Dreamcast version of Bob Search's Bamboo Six this fall... Konami is thinking about bringing its Bemani music games to the U.S. At E3 the company displayed the arcade version of HighKickMania (to be named Beat Mania) and Dance Dance Revolution to gauge reaction at an American trade show... Midway announced that it will bring out an updated version of the classic '80s arcade game Spy Hunter on next generation systems... Paradise Entertainment, behind such titles as Beetle Adventure Racing and Pinballheads 64, is developing the game... THQ announced that it has signed a deal with MTV Sports to develop and publish titles carrying the music network's sports label for consoles and future video game systems and PCs. A sequel to Sphynx Fever is in the works...









"...one of this year's



# LUNAR

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"...a must buy for RPGers!"

—ESM

"...wonderfully illustrated in a pure anime style."

—PSM

"...a huge epic quest..."

—Official U.S. PlayStation Magazine

"...a godsend!"

—GameSpot



# must-play RPGs." — EGM



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WORKING DESIGN

Let's go to 11!

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PRESS  
START

## EGM E3 1999 Scrapbook



From top left, left to right: Ankle's and at Nintendo's booth, Lara Croft, Pac-Man, Mr. T, and friends at Fox, WCW wrestler Sting at EA's booth, Waka, and an overlord at Sega's booth.



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FREE  
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## The Top 20 Best-Selling Games of April, 1999

### 1 - Pokémon (Red Version)



Have you caught them all yet? **Nintendo** plans to continue its Pokémon success later this year with the release of several new titles, including Pokémon Yellow and Pokémon Pinball on Game Boy. Not only that, but Pikachu

	<b>2</b>
<b>9.0</b>	<b>8.0</b>
John B.	Chris
<b>8.0</b>	<b>9.0</b>
John C.	Scott

### 2 - Pokémon (Blue Version)



and friends will show up on the big in Pokémon Stadium and Pokémon Snap. In the fall, Nintendo Strikes Back, the Pokémon movie will hit theaters, pushing the Pokémon phenomenon in the U.S. into overdrive.

	<b>1</b>
<b>9.0</b>	<b>8.0</b>
John B.	Chris
<b>8.0</b>	<b>9.0</b>
John B.	Scott

### 3 - NFS High Stakes



Devil's for dollars is what **Electronic Arts'** latest entry in the NFS series is all about. Race against the clock as a friend, run from the cops, or hop into a police car and dash out your own form of traffic court justice.

	<b>NEW</b>
<b>8.5</b>	<b>9.0</b>
Steve	Chris
<b>8.5</b>	<b>8.5</b>
John C.	Tom

### 4 - Triple Play 2000



Take me out to the ballgame, take me out to the crowds...it's summer time, and you know what that means. Lots and lots of baseball! **Electronic Arts'** brings it home again this year in one of the best console baseball games yet.

	<b>NEW</b>
<b>8.5</b>	<b>9.0</b>
John B.	Steve
<b>8.5</b>	<b>8.5</b>
Chris	Scott

### 5 - Syphon Filter



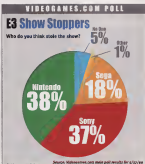
Slipping two slots to number five on the list this month is **gigawatt Studios'** tactical espionage action game. A sequel is already in the works for what has become one of the biggest PlayStation titles this year. Turn better than Metal Gear?

	<b>3</b>
<b>8.0</b>	<b>6.5</b>
Steve	John C.
<b>8.0</b>	<b>8.0</b>
Steve	Chris

<b>6</b>	Mario Party Nintendo		<b>4</b>
<b>7</b>	Super Smash Bros. Nintendo		<b>NEW</b>
<b>8</b>	NBA 2000 199 Studios		<b>NEW</b>
<b>9</b>	Army Men 2 3DO		<b>NEW</b>
<b>10</b>	Legend of Legaia SCA		<b>NEW</b>

<b>11</b>	Battle Adventure Racing Electronic Arts		<b>NEW</b>
<b>12</b>	Frogger Maxis Interactive		<b>6</b>
<b>13</b>	GoldenEye 007 Nintendo		<b>8</b>
<b>14</b>	All Star Baseball 2000 Acclaim		<b>NEW</b>
<b>15</b>	Legend of Zelda: Ocarina of Time Nintendo		<b>7</b>
<b>16</b>	Tomb Raider 2 Eidos Interactive		<b>13</b>
<b>17</b>	Namco Museum Vol. 3 Namco		---
<b>18</b>	Gran Turismo SCA		<b>14</b>
<b>19</b>	Crash Bandicoot 2 SCA		<b>10</b>
<b>20</b>	Legend of Zelda: Link's Awakening Nintendo		<b>9</b>

Source: NPD ESTIMOTE ANALYTICS. Call Boy-Art Partners at (714) 699-1544 for questions or help. Note: Top 5 game descriptions written by the IGN staff.







# Coming Soon - August 1999

## July

Game Title	Genre
Adventures in Wonderland	Action
Casey's Shadow II	Strategy
Championship Soccer 99	SPG
Five Habits - Vol 01 (20th Anniversary)	SPG
Harbor - Intelligence	Strategy
It's Revenge - Virtual Entertainment	Shooting
Islands Lake - Intelligence	Action
Pat Man - Strategy	SPG
RealWorld: The Return (Play) - Action	SPG
Revenge of the Titans	Shooting
Sea Frontier Ball - Strategy	Shooting
Speed - Survival	Action
Time 8 - Time	Adventure
Warrior 2 - Action/Adventure	Action
Wolf Night - Adventure	SPG
Wolf Company - Strategy (Virtual Entertainment) - Game	Shooting
Worms: Grand Prix - Strategy	Shooting
Worms: Football 2000 - Sports/Action	Sports
Worms: Mad Scientist - Sports	Sports
Worms: Mad Scientist 2 - Sports	Sports
Worms: Mad Scientist 3 - Sports	Sports
Worms: Mad Scientist 4 - Sports	Sports
Worms: Mad Scientist 5 - Sports	Sports
Worms: Mad Scientist 6 - Sports	Sports
Worms: Mad Scientist 7 - Sports	Sports
Worms: Mad Scientist 8 - Sports	Sports
Worms: Mad Scientist 9 - Sports	Sports
Worms: Mad Scientist 10 - Sports	Sports
Worms: Mad Scientist 11 - Sports	Sports
Worms: Mad Scientist 12 - Sports	Sports
Worms: Mad Scientist 13 - Sports	Sports
Worms: Mad Scientist 14 - Sports	Sports
Worms: Mad Scientist 15 - Sports	Sports
Worms: Mad Scientist 16 - Sports	Sports
Worms: Mad Scientist 17 - Sports	Sports
Worms: Mad Scientist 18 - Sports	Sports
Worms: Mad Scientist 19 - Sports	Sports
Worms: Mad Scientist 20 - Sports	Sports

## August

Game Title	Genre
1001 Nights	Shooting
1001 Nights 2	Shooting
1001 Nights 3	Shooting
1001 Nights 4	Shooting
1001 Nights 5	Shooting
1001 Nights 6	Shooting
1001 Nights 7	Shooting
1001 Nights 8	Shooting
1001 Nights 9	Shooting
1001 Nights 10	Shooting
1001 Nights 11	Shooting
1001 Nights 12	Shooting
1001 Nights 13	Shooting
1001 Nights 14	Shooting
1001 Nights 15	Shooting
1001 Nights 16	Shooting
1001 Nights 17	Shooting
1001 Nights 18	Shooting
1001 Nights 19	Shooting
1001 Nights 20	Shooting
1001 Nights 21	Shooting
1001 Nights 22	Shooting
1001 Nights 23	Shooting
1001 Nights 24	Shooting
1001 Nights 25	Shooting
1001 Nights 26	Shooting
1001 Nights 27	Shooting
1001 Nights 28	Shooting
1001 Nights 29	Shooting
1001 Nights 30	Shooting
1001 Nights 31	Shooting
1001 Nights 32	Shooting
1001 Nights 33	Shooting
1001 Nights 34	Shooting
1001 Nights 35	Shooting
1001 Nights 36	Shooting
1001 Nights 37	Shooting
1001 Nights 38	Shooting
1001 Nights 39	Shooting
1001 Nights 40	Shooting
1001 Nights 41	Shooting
1001 Nights 42	Shooting
1001 Nights 43	Shooting
1001 Nights 44	Shooting
1001 Nights 45	Shooting
1001 Nights 46	Shooting
1001 Nights 47	Shooting
1001 Nights 48	Shooting
1001 Nights 49	Shooting
1001 Nights 50	Shooting

Game Title	Genre
Women's World Adventure - Survival	Action
3rd Fire - Survival - Strategy	Action
3rd Fire 2 - Survival - Strategy	Action
3rd Fire 3 - Survival - Strategy	Action
3rd Fire 4 - Survival - Strategy	Action
3rd Fire 5 - Survival - Strategy	Action
3rd Fire 6 - Survival - Strategy	Action
3rd Fire 7 - Survival - Strategy	Action
3rd Fire 8 - Survival - Strategy	Action
3rd Fire 9 - Survival - Strategy	Action
3rd Fire 10 - Survival - Strategy	Action
3rd Fire 11 - Survival - Strategy	Action
3rd Fire 12 - Survival - Strategy	Action
3rd Fire 13 - Survival - Strategy	Action
3rd Fire 14 - Survival - Strategy	Action
3rd Fire 15 - Survival - Strategy	Action
3rd Fire 16 - Survival - Strategy	Action
3rd Fire 17 - Survival - Strategy	Action
3rd Fire 18 - Survival - Strategy	Action
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3rd Fire 21 - Survival - Strategy	Action
3rd Fire 22 - Survival - Strategy	Action
3rd Fire 23 - Survival - Strategy	Action
3rd Fire 24 - Survival - Strategy	Action
3rd Fire 25 - Survival - Strategy	Action
3rd Fire 26 - Survival - Strategy	Action
3rd Fire 27 - Survival - Strategy	Action
3rd Fire 28 - Survival - Strategy	Action
3rd Fire 29 - Survival - Strategy	Action
3rd Fire 30 - Survival - Strategy	Action

## September

Game Title	Genre
1001 Nights 51	Shooting
1001 Nights 52	Shooting
1001 Nights 53	Shooting
1001 Nights 54	Shooting
1001 Nights 55	Shooting
1001 Nights 56	Shooting
1001 Nights 57	Shooting
1001 Nights 58	Shooting
1001 Nights 59	Shooting
1001 Nights 60	Shooting
1001 Nights 61	Shooting
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1001 Nights 90	Shooting
1001 Nights 91	Shooting
1001 Nights 92	Shooting
1001 Nights 93	Shooting
1001 Nights 94	Shooting
1001 Nights 95	Shooting
1001 Nights 96	Shooting
1001 Nights 97	Shooting
1001 Nights 98	Shooting
1001 Nights 99	Shooting
1001 Nights 100	Shooting

Game Title	Genre
Speed Death - Survival	Action
Speed Death 2 - Survival	Action
Speed Death 3 - Survival	Action
Speed Death 4 - Survival	Action
Speed Death 5 - Survival	Action
Speed Death 6 - Survival	Action
Speed Death 7 - Survival	Action
Speed Death 8 - Survival	Action
Speed Death 9 - Survival	Action
Speed Death 10 - Survival	Action
Speed Death 11 - Survival	Action
Speed Death 12 - Survival	Action
Speed Death 13 - Survival	Action
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Speed Death 21 - Survival	Action
Speed Death 22 - Survival	Action
Speed Death 23 - Survival	Action
Speed Death 24 - Survival	Action
Speed Death 25 - Survival	Action
Speed Death 26 - Survival	Action
Speed Death 27 - Survival	Action
Speed Death 28 - Survival	Action
Speed Death 29 - Survival	Action
Speed Death 30 - Survival	Action

## October

Game Title	Genre
1001 Nights 101	Shooting
1001 Nights 102	Shooting
1001 Nights 103	Shooting
1001 Nights 104	Shooting
1001 Nights 105	Shooting
1001 Nights 106	Shooting
1001 Nights 107	Shooting
1001 Nights 108	Shooting
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1001 Nights 112	Shooting
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1001 Nights 140	Shooting
1001 Nights 141	Shooting
1001 Nights 142	Shooting
1001 Nights 143	Shooting
1001 Nights 144	Shooting
1001 Nights 145	Shooting
1001 Nights 146	Shooting
1001 Nights 147	Shooting
1001 Nights 148	Shooting
1001 Nights 149	Shooting
1001 Nights 150	Shooting





Samurai Shodown 2



Fatal Fury-First Contact



NeoCup 96



Metal Slug-First Mission



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- Dreamcast
- Nintendo 64
- PlayStation
- Game Boy Color
- Arcade

# Previews

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**Previews**  
 created with  
 international  
 symbols are  
 as may be  
 as released in  
 the U.S. They  
 are designed  
 to run on  
 Japanese or  
 European PAL  
 systems  
 listed in our  
 own list.

**A**hh, E3. That big, crowded, wacky mess that contains nothing but over-the-top PR falls, band booth babes, funny-looking video game magazine editors and little pink kids who scam their way into the show because they ran some *Wrecking Crew* video game. Well sure from mom and dad's basement. Oh yeah, it has a few million \$100,000 video games in it, too.

Now that the show is out, we're ready to stuff some more at preview action down your throats. For the last couple of months, we've been showing you sneak peeks at what we know was going to pop up at the convention in L.A. In this issue, we're wrapping up a bit of coverage, but we're also including some in-depth looks at some pretty hip games (*Perfect Dark* or *Soul Calibur*, anyone). In the upcoming months, expect to see more full previews (rather



**Don't look back, you're sure going with a lessy-shouting video game magazine preview editor.**

than those preview galleries) as we get playable versions of these games. Our attitude here: We won't dedicate a full page or more to any one game unless we get a some hands-on playing time. So we can give you a real and useful info, rather than find you a page of fluff that's been reshaped from some hyped-up press release.

### EGM's TOP 10 Picks of E3, 1999

<p style="text-align: center; font-weight: bold; color: white;">1. <b>Perfect Dark</b> Nintendo 64</p>	<p style="font-weight: bold;">2. <b>Soul Calibur</b> Dreamcast</p> <p style="font-weight: bold;">3. <b>Ready 2 Rumble</b> Dreamcast</p> <p style="font-weight: bold;">4. <b>Dino Crisis</b> PlayStation</p> <p style="font-weight: bold;">5. <b>Resident Evil 3 Nemesis</b> PlayStation</p> <p style="font-weight: bold;">6. <b>Crash Team Racing</b> PlayStation</p> <p style="font-weight: bold;">7. <b>MSR—Metropolis Street Racer</b> Dreamcast</p> <p style="font-weight: bold;">8. <b>Jet Force Gemini</b> Nintendo 64</p> <p style="font-weight: bold;">9. <b>Ace Combat 3</b> PlayStation</p> <p style="font-weight: bold;">10. <b>Donkey Kong 64</b> Nintendo 64</p>	
--	---	--

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— PS Extreme

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— PSM

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PREVIEW

FIGHTER  
3

# Soul Calibur

<b>Publisher:</b>	Namco
<b>Developer:</b>	Namco
<b>Platform:</b>	PS2
<b>Genre:</b>	Fighting
<b>% Done:</b>	100%
<b>Release:</b>	September 1999
<b>Web Address:</b>	www.namco.com www.soulcalibur.com

**The Good:** Incredible graphics, memorable character designs, deep fighting engine, extra modes

**The Bad:** The deep fighting engine equals high learning curve

**And The Glory:** Trying to master Soul Calibur with the PS2 controller



Some background objects which were previously 2D in the arcade have been given a 3D facelift.



For the best place to get your fix on everything Soul Calibur, head over to [www.soulcalibur.com](http://www.soulcalibur.com). This site features tons of background story and all 17 chapters of Calibur history. To give you a little history on the Soul Edge weapon, the site includes the complete Soul Edge (Blade) saga with Soul Boy Chronicles. Boase up on your fighting skills with move lists and advanced strategies in the "Souls" section. You can also grab Soul Calibur digital accessories for your computer, Kate movies, wall papers for your desktop, BGMs for every stage, character sketches (see right for other websites) and more. Finally, there's a forum for fans of Soul Calibur to talk some real trash. In parallel

welcome back to the stage of history—this time it's on the Dreamcast. Namco's decision to port Soul Calibur to the Dreamcast can almost be considered historical on many levels. Namco games like Ridge Racer and Tekken are synonymous with the launch of Sony's PlayStation and helped them get an early lead in their 32-bit battle with the Sega Saturn. Although Namco has recently announced that they have no other Dreamcast titles planned for this year, just the fact that their most ambitious arcade convention ever will be on Sony's next generation competitor has many excited about future possibilities. Another reason Soul Calibur on the Dreamcast attains landmark status is because it's the first game to really show off the system's graphical prowess.

While Namco has always utilized the compromised graphics of home versions with extra modes and mix games, Soul Calibur will be their first home title to sport better graphics than its arcade counterpart. Originally released last summer, Soul Calibur ran off of Namco's System 32 hardware, which at the time was already pushing the tropical limits of the board, 60 fps, improved texture resolution, complex character models, advanced light shading and an



edge of particle effects made it one of the most beautiful fighting games ever conceived. There was no doubt for a second that this game would have to pass up

the PlayStation with its more dated System 32 derived hardware. With the PlayStation 2 still more than a year away from launch, Namco had no choice but to consider their next viable platform—the Sega Dreamcast. Since the Dreamcast with its Namco-based hardware is considerably more powerful than the System 32, Namco took this opportunity to pursue their vision of what Soul Calibur should or could have been.

When it comes to exploiting the strengths of a system, none is more capable than Namco. For starters, they've completely reassembled each character model from the ground up. The difference between the arcade and Dreamcast versions is easily noticeable. Aside from the game's higher resolution on the Dreamcast, the fighters appear better fleshed out, less jagged and more lifelike. Through extensive use of grayscale shading, Namco was able to control joints where polygons come together to form limbs. The end result is spectacular, body parts seamlessly





## Which of the following DC E3 games are you most into?

Save Zero	78
01	77
Expendable	18
Zero The Dolphin	103
Rescue 2: Batman's Legacy	249
SeaMan	85
Soul Calibur	177
Thousand	276

source: videogames.com online poll



walk together to produce a coherent and realistic character model. In addition to fine-tuning each character's looks, Namco also wanted to perfect their motion data so they're as smooth as possible. A lot of tweaking went into improving the animation overall—stuff like blocking, staggering and parrying have all been touched up for the home version.


Other subtle touches include minor tweaks to each of the 12 arenas. A lot of background structures and objects which were originally 3D were upgraded to full 3D constructions. But wait, that's not all.

Our sources in Japan revealed to us even more mind-blowing improvements for Soul Calibur. Each character will have a fully articulated jaw and facial skeleton to allow a wide array of facial expressions and speech movement. The same will also apply for the bodies of the fighters. For the first time in any 3D fighting game, Soul Calibur will feature character models with a connected hip and torso segment. This enables natural hip and chest motions that simulate the full range and limitations of human movement. In addition, Soul Calibur's skeletal system will integrate muscle and body mass into both the graphics



and physics of the game. If you look carefully, you can see muscle flex, and as fancy as it sounds, Taito's feisty bosoms. Let's not forget, all of this graphical long comes up mixed with heavy doses of colored light scoring and granular amounts of particle effects all moving at a brisk to fast. Soul Calibur on the System 32 already had some of the best graphics and motion capture for any fighter to date, now the Dreamcast version is on the verge of making history as the first fighter to take real-time animation to the next level of realism. This latest version of Soul Calibur will, in effect, put its former self to shame.

Like other Namco home consoles, Soul Calibur will also be loaded with extra modes unavailable in the arcade. At press time, Namco had yet to finalize which modes will make it into the final build. Modes for single player, versus and training are a no-brainer, but will we see "Team Battle Mode"? What about an Edge Master mode similar to the one that was in the home version of Soul Blade? There should be an ample amount of options for a solid story mode for each of the 12 characters. Only time will tell which modes will make it in the game.

Sega should consider the moves absolutely blessed to have Soul Calibur coming out for the Dreamcast. Not only does it carry the Namco third-party prestige, but an amazing technological and artistic feat that will remain unrivaled until the launch of PlayStation 2. 



## DESIGN

### The Art Of Soul Calibur

Before settling down with the final look for the fighters, Namco's character design artists experimented with hundreds of possibilities. A lot of the early character sketches hint at what ultimately became the real thing. Every picture below was checked in pencil (from top to bottom: Howard, Ivy and a blushing Young Mana in the area of Heung.





PREVIEW

# NFL 2000

- Developer:** Sega
- Developer:** Visual Concepts
- Players:** 1-4
- Genre:** Sports
- V. Mode:** 60%
- Release:** September 1999
- Web Address:** www.sega.com
- Fun Fact:** Great graphics, smooth 60 frames-per-second gameplay.
- Fun Fact:** No John Elway
- Get the Edge:** Bobby Bricker is the new starting QB for the Browns



See want back-see graphics? You get it. The tackle animations are incredible. If you hit a guy in the middle, for example, he might flip a little backward.



The detail here is amazing. You can even see the cold breath coming from the players' mouths.

## PLAY CALLING

### Show 'n' Tell



NFL 2000's play calling interface is the most intuitive we've seen yet. Instead of tiny screens with icons, arrows, and circles, NFL 2000 will actually map out the positions and patterns for you on the playing field. This way, you can see exactly what routes your receivers are running, and what roles your defenders are covering. We know what you're thinking. Yag, it looks nifty, but I see as I'll don't want my nosy human opponents seeing all that info. Don't worry. You'll be able to blur and display a different play on the screen.

Sean Sports is certainly going for it in both the figurative and practical sense. Beholders of new anti-lacking hardware, the once-mighty gaming giant is planning to cover every base possible when the system launches this fall, and sports will be one of the most comprehensively covered games. Developed by recently acquired developer Visual Concepts, NFL 2000 (still a working title) is looking and playing great at only 60% complete. As anyone familiar with a football game would expect, the control and feel of the game are superb, easily crushing the static play of games like Madden 99 for the PlayStation and QBC 99 for the Wii. For once, possibly the first time since the original Tecmo Bowl, you actually can feel like you're catching a pass or finding the hole in the defense during a running play.

Helping matters are the real-world features found in NFL 2000. 1,500 1,500 custom captioned animations have been implemented, with no caps being performed by both professional star-men and actual NFL players like the Seahawks, the 49ers, the Chiefs and the Bears. There were also a number of two player simultaneous on-caps taken for more realistic animations like wrap-around tackles.

All 31 NFL stadiums are in the game, including the new stadium being built for the Cleveland Browns. Since the gameplay is quite accomplished at the moment, VC has been able to concentrate on making the game as realistic as possible, with things like crowd populations being influenced by actual NFL attendance data. The crowd appearance

will also be affected by weather conditions, where a rainy game will showcase the bleachers filled with ponchos wearing all colors.



Other features include real-time injuries that could sideline a player for one quarter of a game or a whole season, where a three-in-one play by play team for comprehensive play coverage, while a fourth speaker in fits in as the studio host. There will be a heavy-duty stat-tracking engine which will keep track of the most minute details. An extensive create-a-player mode will be included so you can play yourself in the game as well. Unlike the usual Madden-esque mini-books that showcase the playbook, the plays in NFL 2000 fill the entire screen, so you can get a really good idea of how your choice will play out.

Right now the finer and finer are inconceivably arranged, but we've been assured that this will be taken care of. Also, the much-awaited one of the NFL and its NFL in the game are indicated as of this moment but is expected to be sorted out in time for its September release. Right now, the NFL 2000 team is concentrating on bringing out the best football game on the market, and from the evidence at hand, they just might do that. It looks like Sega's sport-centric plan might be a worthy endeavor after all. Guaranteed to sell systems.



Special icons show where players are located. Instead of having receivers all over half of a certain end, you can see the yards to judge whether to long or drive for a catch.





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Wii



PREVIEW

# Hydro Thunder

**Publisher:** Mileway  
**Developer:** Eurocom  
**Genre:** RC  
**Score:** Racing  
**% Done:** 80%  
**Release:** September  
**Web Address:** www.mileway.com

www.hydrothunder.com

**The Good:** More tracks, near-perfect arcade simulation.

**The Bad:** Without the throttle, force-feedback wheel and vibrating chair, it can't in the arcade game, but it's close! Too bad there's no modem support...

**Are We Ready?** Give though it is tempting, do not play Hydro Thunder in the bathtub or pool. It might cause mishaps.

## WATER 'N' GAMES

### Slippery When Wet



Looking for a little wet fun this summer? These games have also made a big splash.

**Coastal Triangle, Riverside/Rare (NES)**

**Eliminator Boat Duel, Mediaset/Atari (MSX)**

**Turbo Prop Racing, SCCA (PS)**

**Power Boat Racing, VR Sports/Interplay (PS)**

**Duel in the Waters, ASC Games (PS)**



Secret pathways can be found throughout each course in Hydro Thunder: Waters. You see a waterfall, there's usually a shortcut behind it. Like this first waterfall in Coast Island. Take it and you get a nice reward boost.



**H**ydro Thunder is banking up the accolades, but the \$44.95 will fit Dreamcast and Nintendo 64. If you haven't played the game yet, you may need a bucket of water handy to cool yourself down after playing.

One of two players can select from 13 different boats (four of which are secret) and 10 different courses in a knock-down, drag-out race to the finish. All the tracks from the arcade version are included—Thunder Park, Last Island, Greek Isles, Arctic Circle, The Far East, Lake Powell, Ship Graveyard, Venice Canals, Hydro Speedway, New York Blizzards and Mile Adventure, each faithfully reproduced. Mileway's also planning to do one or two custom tracks for the home version. One will be a practice track for new players to cut their teeth on, and the second may be the Tennessee track that was left out of the arcade game. At the time, the extra track will go into either the Wii or the DC version.

Difficulty ranges from easy to handle to very tricky and as you master the more difficult boats you'll



notice your times on each track getting lower and lower. While racing for time a fun race in two-player mode, competing against each other for place is even better. Using your boat's Mighty Hull ability, you can knock other boats out of the water. Secret boats include a tiny version of the Island (called Tinyisland), a military boat (Armed Response), havencraft (Blowfish) and fishing vessel (Chumfinger)—you get access to these by hitting the "pilot" view three times on the bottom four boats on the Boat Select Screen.

If you play a lot of Hydro Thunder (like some people on the EGM staff here), you know the amount of strategy involved. But even the novice player can get a lot of enjoyment out of racing through the game's highly detailed environments.

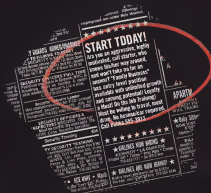
A two-player split screen mode will be included, as will your usual range of other modes, like time attack. The lack of modem play is a bit disappointing—if you don't build it, people won't use it, I mean computers—but can be overlooked since this will be a launch title.

Mileway's early support of Dreamcast is strong, and titles like Hydro Thunder prove that the system can do arcade ports with ease.



Just look at how much is going on in the background of Hydro Speedway. Don't start worrying about scenery too much though, or you might get mighty bored.





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# NBA 2000

<b>Platform:</b>	Sega
<b>Developer:</b>	Visual Concepts
<b>Players:</b>	1-4
<b>Genre:</b>	Sports
<b>% Fun:</b>	60%
<b>Release:</b>	October 1999
<b>Web Address:</b>	www.sega.com
<b>The Hook:</b>	The could possibly be the best 3-ball game this year.
<b>The Bad:</b>	It's made by the same guys who did NBA Action for the Saturn. It's a good thing they're starting over from scratch...
<b>And the Best:</b>	The graphics are rendered in full 3D. "It is sorry could I be bad?"



**Has NBA 2000. It'll be the NBA season that doesn't let it be able to see what the crowd members really possess!**



**Has the 1 and it seeing happens to line up the screen for the screen.**

**H**oops games are a dime a dozen these days, but very few have ever gotten it completely right. As such, the quest for the ultimate 3-ball game continues, and Sega Sports along with several U.S. development team Visual Concepts, are throwing their hat into the ring with NBA 2000. Looking like Sega's old friend Dreamcast powered basketball juggernaut.

Pursuing 100-100 million captured animations, NBA 2000 displays some of the most realistic, life-like movements yet found in a sports game. While there are still some issues regarding ball placement (players look like they're passing the ball at the receiver), the graphics are astounding, from both the complexity of the player models (each face has been texture-mapped with the actual player's face, i.e., Lionel Sprinell looks like himself) to the occasionally detailed arenas. All banners hang from the rafters and, should you want to, you can see all the way up to the ceiling via the free-roaming camera. To say the level of detail in the game is incredible would be an understatement. The crowd is made up of individual sprites as opposed to monolithic talking blurs like you'll find on the PS or 166. Details like players' tattoos will be in place, as will other things like hair, goggles, knee-pads, elbow pads, socks...you name it. In fact, the game is so detail-obsessed, if you use

the camera to scrutinize even the most minute detail, zoom in on a player and you can see the little mark holes on his jersey. There are even polygonal coaches speaking the sidelines. Look out!

As previously stated, the number of motion-captured animations is staggering, but unlike many other no-cap heavy games, this does not compromise the control. Usually you have to wait until the end of a no-cap sequence before you can enter another command, making gameplay often frustrating and unresponsive. In NBA 2000, every move is interruptible, making the whole game as spontaneous as the real-life game. Going up for a lay-up or a slam, but thank the traffic is a little too heavy? Then leave a no-look pass behind your back or dish to the open man flanking the perimeter, with no sacrifice in response time. Visual Concepts is also keeping the little things in mind, such as making it easier to run down the baseline without going out of bounds while attempting a drive from the corner.

Scheduled to arrive in time for the beginning of the next NBA season, NBA 2000 is going straight for the jugular, taking on the likes of NBA Live with extreme confidence. One of the most promising basketball games to come around in a long while, 3-ball fans will want to pay close attention to how this one develops. 🏀



## I Am The Creator

**NBA 2000 will purposefully feature the most extensive create-a-player mode in the history of basketball. While most games are used to be of "pick a jersey number, adjust your stats" kind of creation engine, NBA 2000 will allow an unprecedented number of modifications to your basketball creation. According to NBA 2000 producer Tracy Johnson of Sega Sports, you'll be able to not only customize the exact height, but also be able to adjust the size of a player's nose, the length of his nose, ears, eyes, legs, shoulders and whatever else you can think of, imagine someone with a 3-foot-tall left shin and hands a foot long. Got the picture? The only thing they need now are Action guys in the game. Then we're set!**





*The Grimy Adventures of Billy Tom*  
**LAMMY**

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RP





PREVIEW

# Dynamite Cop

- Platform:** Sega
- Developer:** Sega of Japan
- Players:** 1-2
- Genre:** Action
- % Fun:** 90%
- Release:** November 1999
- Web Address:** www.sega.com
- The Good:** Classic beat-'em-up action for two players.
- The Bad:** Just a little bit too much button-masher' action.
- And The Gimmie:** The phishy guy's beat female partner, too.



This 3-beat you to spread dirt remains about what I do outside at school. And stay away from my man, you stinky, post-fer-coding stink!



Do you hope this I can for best Man. Standing out for my flamin' beat!

## WHAT IF?

### Die Hard Arcade 2?

It was a happy coincidence that the original Dynamite Deka mirrored the same plot elements of the Bruce Willis blockbuster, so it was safe to call it Die Hard Arcade. At some of you may remember, the original plot for Die Hard took place on a boat and was changed when Steven Seagal's Under Siege was released. Whether or not it was the developer's intent, it's pretty cool that Dynamite Cop (Deka is in Japan) picks up where the original movie was supposed to go.



Before the big one on one fighting game genre, the most popular type of browser was the walk and bash style of action games.

Classics like Final Fight and Street of Rage ruled until people figured out there wasn't much to that genre in terms of variety and strategy.

Enter Dynamite Cop which is a follow up to Die Hard Arcade. In Cop, you and a friend can pick between three characters who each have his/her own speciality, although the differences between them are more on the cosmetic side. Once again you have to rescue the president's daughter who has been kidnapped and taken hostage, this time on a luxury liner. At the start, you have a choice of three different missions which vary in length, goals, difficulty and available costumes. The screen gives you unlimited continues and has you infiltrating the ship by parachute while the toughest has you scuba



diving into a compartment in the hull of the ship.

The main attraction of the game is the vast amount of weapons and items you can pick-up and use against the enemies. Guns, pipes, arcade machines, motorcycles, fish... you name it, you can probably knock someone over the board with it. Each character has his/her own set of punches and kick combinations as well as pseudo super moves which require multiple button presses and the traditional clear out maneuver that takes away some of your health.

The arcade version won't vary long so all types of extras are packed into the Dreamcast port. Nicely enhanced graphics are the best always and like the home conversion of Die Hard Arcade, there is a retro style game that can be played to gather extra continues. There is also an illustration collection which is as tedious you must either unlock by beating the game or finding them with in the game. Your VMU will beep whenever you are standing on top of a hidden item to make sure you get one.

If this style of gaming isn't your cup of tea, there probably isn't enough here to convince you otherwise. Fans of less boring though should look forward to some intense action.



# Rigor Motorist



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universal/castlevania  
\\_history/index.html](http://www.videogames.com/features/universal/castlevania_history/index.html)

## Castlevania: Resurrection

Although it was originally supposed to come out this November, **Konami's** Castlevania: Resurrection has been pushed back to a **first quarter 2009** release. Having played an early version at E3, we have to admit that this delay was definitely a smart move on Konami's part.

Castlevania: Resurrection takes place in a full 3D world, similar to the N64 Castlevania. The game stars Barry Belmont, the very first known member of the Belmont clan and brother to Simon (he also starred in last year's Castlevania Legends for the Game Boy). Right now the game is so early, it's hard to get a feel for what it's going to be like, but at this point, it's not looking too bad. Perhaps there has something to do with the fact that the game is being developed in America, rather than Japan (only one guy from the old Japanese games is involved in this project—an art guy from Castlevania IV).

We hope the game turns out to be great in the end, but surely you can understand why we have our doubts. Let's not forget about what Konami of America did to the once awesome Contra franchise...



## Ecco the Dolphin

One of the surprise games unveiled at Sega's E3 booth this year was the all-new 3D sequel to **Sega's** popular underwater exploration/adventure, Ecco the Dolphin. Developed by **Appaloosa Interactive**, the DC version of Ecco revolves around Ecco searching out his family and friends, who have been lost to an evil vortex. The version on the same floor was early, but it showed potential. Ecco is due out sometime **late this year**.





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## Project Ares

Unveiled a few weeks ago at Sega's New Challenge Conference in Tokyo, Project Ares is a fully polygonal RPG that's going to "set a new standard in RPGs," according to **Sega**. That in itself is nice to hear, but what's even nicer is the fact that the game is being developed by the team responsible for the incredible **Phantasy Star** series. Woo hoo! **No release date has been set**, yet, but we'll definitely keep you posted.



## Floigan Brothers

Meet Hoegal and Muzel Floigan, stars of **Sega's** Floigan Brothers (coming to the Dreamcast in the **second quarter of 2000**). Their peaceful janybird existence is spoiled by an evil developer who wants to drill the profits out of that lies underneath the parkland. As Hoegal, you must travel through the copanove janybird and try to stop him using your lagger, intelligent deficient brother Muzel as the muscles of your operation.



## Red Dog

**Argonaut's** first Dreamcast title is a tank-based action shooter called Red Dog. In it, you pilot a futuristic armed assault vehicle, traveling through various environments like cities and buildings, blasting all enemies in your way. Multiple paths ahead you as does a wide variety of weapons to pick up and use. A multiplayer mode will allow up to four players to battle for ground superiority. Red Dog hits shelves this **fall**.



## Speed Devils

Looking very slick, and due for release very soon after the Dreamcast launch in **September** (there's still a chance I'll make launch day an o/s/o/g) is **VMU Soft's** latest development of its hot red racing franchise. Playing somewhat like Beetle Adventure Racing on the N64, the game is full of beautiful scenery and lots of alternate routes through the huge courses. The car design is imaginative and different—and the controls are absolutely top-on. Could be a bit of a sleeper hit this one.



## Armada

It may look like a souped-up Asteroids, but developer/publisher **strategy1's** Armada packs a welcome multiplayer punch and a surprising RPG slant. Up to four players can battle cooperatively through mission-based stages that have them defending motherships, destroying buildings and, of course, clearing swarms of enemy landies. All done in the one-player game.

Successful missions grant you enhanced leadership abilities and a better reputation, as well as new offensive technologies and ship types. You can assign weapons to the A, B, X and Y buttons, making it easy to unleash varied attacks. You can also store ships and weapons to the VMU and trade with comrades. Mission locales vary from low altitude skirmishes above cities to deep space. Expect Armada in **November**.







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## Deep Fighter: The Tsunami Offense

Despite having some hang of a credible name, this 3D underwater shooter from **Criterion Studios** and published by **Ubi Soft** is actually a real looker! With the SeaQuest DSX™ inside with Wing Commander and you'll have a pretty good idea of the way this is going. The graphics are quite beautiful and act as some thing of a showcase for the Dreamcast. Watch her in it in **December**.



## Furballs

What happens when you give cute animals big hoodin' guns and unlimited firepower? We'll soon find out in **Warren Crossland's** Furballs for the Dreamcast. It's best described as a third-person perspective action shooter game, with puzzle elements thrown in for good measure, starring six deceptively cute, bad-ass animals the screens here are from the PC version, but it will look similar on the DC, with even more special effects. Furballs will land worldwide in the **first quarter of 2000**.



## Expendable

What looks great but doesn't quite live up to the hype in the game play department? It's Expendable, from purveyors of quality 3D card fans **Pogo Software**. Showcasing just about every fancy graphical effect that the Dreamcast is capable of producing, this part of the recently finished PC shooter is set for release in **September**. Imagine a cross between Contra and Smash TV... but with lots of fancy lighting.



## Toy Commander

Developed by Sega owned French developer **the Cliché** (who at one point or another used to be Address, who were previously Delphine) — the team that brought us Flashback for **Sega Saturn**, this game which is currently PS1, only is scheduled for N64 release by the end of the year. Both Dreamcast owners may see it on launch day. Expect 3D combat in an Army like Toy Story vein.



## Psychological Test #7— Discovering your inner self.

**Q:** Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. *Bloody Roar™ II* is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)



Fig. (b)



Fig. (c)



[www.playstation.com](http://www.playstation.com)





## Xleration

Xleration is a Rally Cross inspired arcade racer for turning speed (No! No!), nimble gameplay and grand atmosphere. Eight different cars can be raced on eight indoor and eight outdoor tracks. Among other things, the depth of field is very impressive. Loads of visual effects including sparks, dust effects, mud and dust should help Xleration give Sega Rally a run for its money. This **Kalisto Entertainment** game is due out in **September**.



## Redline Racer: Ultimate Challenge

Having played **Mid Soft's** RR-UC at E3 we can assure you it's looking and playing very well. The gameplay is smooth and fine despite the texture heavy backgrounds (behind the power all the GC). Eight bikes, 12 tracks and two player, split screen racing are spotlighted. At this time **Criterion Studios** is busy creating and implementing even more looking "super bikes" for the game's **October** release.



## Blades of Vengeance

This upcoming action adventure from **Crave Entertainment** and **Treyarch** puts you in the role of—get this!—a muscle bound knight or a beautiful but deadly female warrior. Have their's original? Coming **later in 2003**. This one features over 25 levels and loads of enemies to deal with. You'll also have access to an arsenal of medieval weaponry and a variety of spells and power ups. Thank Deathcap Dungeon, but hopefully better.



## Test Drive 6

The breed and habit of the Test Drive series has always been the great selection of real cars—TD 6 for the Dreamcast packs up licensed American and European "thrust" cars. How's this for variety. You'll get to pack from cars like the '95 Ford F150 to an TVR Cerbera (a name a few) (Goody now AI and go tracks are also packed in there. The Cap Chase Mode is deeper as well. Look for this **Accolade** release in the fall!



## Take The Bullet

Developed by hardy topped Scottish developer **Red Catmen Studios** for **Sega Europe**, Take The Bullet could well be the Dreamcast's answer to GoldenEye. Currently slated for a European (read: English) release in **December** this year, we'll hopefully see a U.S. release soon after. Why is it so special? Well...it's a 3D, first/3rd person action game—but more importantly it will be one of the first huge multiplayer games on the system. Watch for four player split screen action, or 10 player online play. Set in the '60s, the player takes the role of a bodyguard as he protects a presidential candidate from terrorist attacks.



## Gundam: Side Story

If **Sega** decides to bring Gundam's Side Story over from Japan, it may show that they're ready to re-evaluate their American market. This Gundam game is similar to the other two Gundam mech simulators for the Saturn. The subseries will feature real life actors (a la Gundam 0080) while the in game engine has some of the special graphics for the Dreamcast we've seen yet. Gundam should be out in Japan **this summer**.

**HARD TO BELIEVE WHAT A LITTLE  
TO A NICE CAR.**



Sega  
Dreamcast



CAUTION: ONLY CLUB DE MONACO

# MONACO

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# GRAND PRIX



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PREVIEW

FACE OFF  
**3**

# Perfect Dark

You'll notice that the poll here and the poll in our feature issue 64 provide conflicting each other. There's no accounting for taste, eh?

- Publisher:** Rare
- Developer:** Rare
- Players:** 1-4
- Genre:** Action
- E. Rank:** 70%
- Available:** December 1999
- Web Address:** www.rareware.com
- It's hot!** Take your pick—the weapons, environments, multiplayer modes...it's all good.
- It's hot!** Having to wait until December for this game.
- See the game!** The first time some Twitter game designers saw this, his was war on his or game moggin.



**Call it 2023-Perfect Dark** to focus with future-cool HUD. Weapons such as telekinesis creators that give up when you hold the B button.



**Like GoldenEye: Perfect Dark** is a gritty, character-rich departure from Rare's usual cartoony, kid-aim stuff.

## THE GAME BOY CAMERA CONNECTION

### Face Off



Just when we thought Perfect Dark couldn't look any more promising, Nintendo announced at E3 that players can snap their own character faces onto multiplayer characters.

You'll need extra hardware ingredients—a namely a Game Boy, a Game Boy Camera and the Transfer Pak. Nintendo's new Peripheral Expansion this October. But the face-mapping process is simple: Just snap a picture of your mug with the GB Camera, then plug the Camera cart into the Transfer Pak. Perfect Dark downloads and colorizes your pic and lets you switch it onto several different styles of heads. Choose a hair color, select a body, throw on a brand or a few scars. Then plot your custom combination in multiplayer and—boom!—you're in the game.

Leave it to the guys at Rare to devise a use for the most useless weapon in first-person shooters: the fist. "Real opponents" waste becomes blurry when you punch them," Rare's Mark Edwards, Perfect Dark's producer, told us. "It makes it hard for them to aim, and there's a gun in the game that has the same effect."

Same enough, your perspective goes goofy—all wavy and distorted by the same blur effect seen in Metal Gear Solid—when opponents collide; your mugs in Perfect Dark's multiplayer mode, which we played extensively at E3. And Rare has crisscrossed this much-anticipated pseudo sequel to GoldenEye with plenty of equally snazzy innovations.

Here's how: another! "You can shoot out the lights in some of the deathmatch levels," Edwards continued, "and then use your night vision to see people and shoot them." Nifty. And we haven't even mentioned the computer-controlled "ambuser" allies and enemies, the complex mission objectives, the 20 or so Blade Runner-inspired (jazz!) sets or the ability to map your face onto multiplayer characters with the Game Boy Camera.

We'll get to all that later. First, some background. When Nintendo and Rare teamed up on the Game Boy Fever Dies (again), they built GoldenEye's second area of a slick new character. Her name's Joanna Dark, she's a coolie secret agent with a Dorothy Hamill hairstyle, and she wields twice as many weapons as of any life. Dark's adventure—set in dreary 2023—begins when she's assigned to rescue a scientist from the sneaky dataDyne.



Cooperated. She learns dataDyne is working with a villain called the Smeedee, who are at war with the Gray, that infamous host of fat-eyed aliens who are your allies in the game. One thing leads to another, Dark learns of an intergalactic war, Earth's caught in the middle, yada, yada, yada. The gripping plot twists through plenty of in-game cutscenes, while the levels are set everywhere from a future-sheared Chicago to secret hideouts to an alien crash site at the bottom of the Pacific.

If you can't tell from the screenshots, these environments are stunning. And according to Nintendo game guru Ken Lobb, Perfect Dark's supreme visuals (and enhanced gameplay) are the result of Rare's major overhaul of GoldenEye's code. "Basically, Rare was like, 'We know what we like about the GoldenEye engine,'" Lobb told Videogames.com. "Let's throw everything else away." Well, they didn't like very much. "As a result, level architecture is more complex, with areas everywhere, more varied and detailed textures and textured structures. Gee, we graphical tricks abound, including real-time lighting, particle effects, fancy HUD displays, lens flare, steam and falling rain. Even enemy animation will be boosted up with loads





## Which of the following N64 E3 games are you most into?

Donkey Kong 64	362
WCW Mayhem	271
Resident Evil 2	400
Jet Force Gemini	94
Perfect Dark	1044
007 Atomic	377

source: videogames.com-online poll



**Perfect world** With scary ideas, leechers, melting skyscrapers and scattered Nazi characters, Perfect Dark's levels look straight out of *Blade Runner*. The atmosphere is amazing.

of new robots (captured death throes). Perfect Dark will also support Nintendo's Expansion Pak to punch visual quality up a few more notches, and it'll sound as good as it looks thanks to Rare's innovative Surround and Acoustic Shadowing Technology.

But will it play as good as it looks? Let's put it to the test—every E3M editor returned to play again and again. And again. And just one more time. And again. Everything in the single-player game has been embraced. Enemy AI is at the genius level compared to GoldenEye's bad guys. Perfect Dark's buddies will reportedly work as a team, they'll seek cover, they'll assess your abilities and take immediate action. You'll need to rely on stealth if you wanna walk, breathe and whap ass for long.

Here's the real kicker: You'll have AI guys on your side, too. During your adventure, you'll find computer-controlled buddies who—much like Natalya in GoldenEye's jungle stage, but smarter—will fight alongside you and respond to formation commands issued via D-pad. They'll provide cover, scout the area, even act as shields from enemy fire (OH, and you can accept these missions in multiplayer mode, but more on that later).

As in coop's adventures, each of Perfect Dark's six plus single-player stages will offer three levels of difficulty with harder difficulties doing out more mission objectives. But Nintendo says the objectives will be more intellectually challenging this time

around. So, instead of simply dealing with tougher enemies, Perfect Dark players will face some tricky puzzles at the higher difficulties, or they can stack with the more action-oriented easy mode. Sample mission objectives include planting mines to obliterate security cameras, convincing a scientist to grant access to a computer system, and nabbing a data-stash gothicizer from a reluctant dataDyne staff member.

Interaction with the environment has also been ramped up. (Sweet Dark can push, pull, carry and throw objects.) She can shoot and damage even invisible background details—such as the towers that crumble by the skyscraper windows. Like Bond, Dark will stumble across vehicles, including a speedy hoverbike.

Right, but what about the really fun hardware? You want gadgets? Perfect Dark packs more than enough into out century glamor. You want guns? Here's where the game looks into overkill. (Sweet Dark will find at least 40 weapons. She'll grip GoldenEye favorites like the .357 magnum. She'll discover massive alien superguns. She'll clear the noise with the Devastator, a grenade launcher with a funky rot-of-this-Larry shell. She'll wield the Dragon, a high-powered rocket launcher similar to the one in GoldenEye. Then there's the camper slaying (or Slight X) 300, which...well, just go read the sidebar on this 3.5-inch nvgun. And like Jimmy Bond, Ms. Dark can carry two of the same weapon, one in each hand, for two-fold blasting.

Perfect Dark's one player game will keep a grin on your face for a long time, sure, but what about multiplayer, which gave GoldenEye its two years



Don't be afraid of the dark. Knock out the baddies and you can stink around with old-timers—even in multiplayer.

## IN-GAME FLICKS



## Film Noir

Perfect Dark more than makes up for GoldenEye's lack of cinema. It'll pack more than 90 minutes of in-game flicks and voice acting. For a taste, review the scenes above and the intro sequence below.





PREVIEW

# 2.1 Million

The number of copies of GoldenEye game sold in 1998, making it the best-selling title of the year. That's mighty impressive for a game released in '97.



## NEW WEAPON

### X-Ray Specs

And you thought the sniper rifle was cool. Perfect Dark's newest nifty—the Far-Sight XJ-200—lets you zero in on hidden behind solid objects, peek past the gun, zoom in through walls and floors. Lock on to an enemy's head signature and fire. Cheap games keep on coming in multiplayer mode will tear the Far-Sight. Use it to track opponents who sit still too long. The Far-Sight is slow to aim, but it's fast enough to nail campers.



and we're still playing happily! For not. Rex knows what you want. "A lot of people bought GoldenEye for the multiplayer," Edwards said, "so we really wanted to concentrate on making better weapons and better designed multiplayer levels. And we wanted the bots."

That's right—for the first time in any console shooter (although a few upcoming games will pack them, too), you can battle computer-controlled bots in multiplayer mode. All you gotta do is choose how many simulants you want in the arena. You'll be able to go solo against as many as seven brutulent band Rees and they may bump that number to 16. Or you can have four human players in the level with four bots. The amount of multiplayer-made combinations will be nearly endless. Put your character against your friends? (Sure!) Or, you and your friends against the bots, yep and a few bots versus your friend and the bots, and so on and so on.

If there's a downside to Perfect Dark's multiplayer, it's that it's no cooperative mode for the regular use player game. But that's one of the reasons Rees added bots to multiplayer, so players could test on against simulants. Multiplayer modes similar to capture the flag and team battle will be implemented too, of course, and Rees's toying with the idea of adding some mission elements. For example, Edwards told us players may have to fight as a team to reach and access a computer under guard.

As Edwards said, Rees has put a lot more thought into the multiplayer levels this time around. It shows: Three levels were playable at E3, and two of the most familiar—the Temple and Complex stages from the original GoldenEye (more classic GoldenEye levels are expected to pop up in Perfect Dark, as



well). All the deathmatch levels are more detailed, multi-leveled and crisscrossed with staircases. None of the more moving platforms and footwork puzzles. Unlike in GoldenEye, your character can now walk off ledges. One false step near a pit and you'll plunge to your death. Despite the more complex environments, Perfect Dark flaunts the same four-player frame-rate seen in GoldenEye: So, while things get choppy once in a while, it always remains playable.

We should know; we certainly played the game enough at E3. We left the show a little overwhelmed by the game's potential and Rees's knack for packing almost everything into a credible, hi-tech genre. How does the UK-based company do it? It's not like the Perfect Dark team is particularly huge. Only about 30 programmers and artists have worked on the game for the past two years, ever since they finished GoldenEye. Ultimately, Rees's game turns out right because—to the chagrin of impatient gamers—they take their sweet time. "Every developer dreams of making on a game until it's finished," Edwards told us. "We set to do that, and it works out really well for us."

With games as good as Perfect Dark and the rest of Rees's lineup, it works out just fine for N64 owners, too. **A+**



It was multiplayer that kept GoldenEye on top forever. Rees knows it. Perfect Dark packs bots and better levels.

	GoldenEye esp	Perfect Dark
Number of weapons	22	At least 40
Number of levels	18	Between 18 and 20
Expansion Pak Support?	No	Yes
In-game tutorial	Less than 10 minutes	More than 90 minutes
Vehicles?	Yes	Yes
Can you shoot out lights?	Yes	Yes
But does it affect gameplay?	No	Yes (you can activate night vision)



For GoldenEye, the idea of having fewer mission goals of similar difficulty came late in development. This time, it's been gleaned from the post-game objectives: are more goals-oriented.

## OUR TWO CENTS...

### Multiplayer

I've gone a go out on a limb and say *Perfect Dark* is the best multiplayer game on any current system. And the fancy thing isn't even finished yet! If you think GoldenEye has a wealth of deathmatch options, check. Forget about it! *Perfect Dark* is going to blow it away. You can customize your character, you can grab what specific weapons you want on the level—you can even play an old GoldenEye stage! Too bad the frame rate hasn't changed much.

—Dan “Shen” Iau

### One Player

Although we played it as a crowded show floor, the quality of PDA's single-player game still shined. Knowing stealthier tactics than the majority of GoldenEye's levels, it manages to capture the tension of a spy-thriller as effectively as its predecessor. The new weapons and tactics are awesome. Sniping someone with the wrist-mounted cross-hair is particularly satisfying, as is blasting out windows with the high-powered saw-pot.

—John DeWitt



### Visuals

GoldenEye was good, but the engine's dated. That's why *Perfect Dark* was a nice surprise at E3. Environmental detail like rails, lens flare, light scattering and sophisticated architecture help give the levels a non-square edge. Bullet holes, shrapnel casings and blood on walls made me feel the impact of every hit (or miss). Most impressive was the use of different view styles (transparent and infrared) to portray different gadgets.

—Chris Cho

### Face Mapping

*Perfect Dark's* face mapper feature is one of gaming's great innovations. It's easy: it lets you decorate your head with varied beards, glasses, etc., and—better still—you can save an army of custom faces to the Controller Pak and unleash 'em in a friend's copy of the game. Sure, the faces are hard to see in the heat of four-player battle—unless everyone stands in a circle and stares at each other—but when was the last time you stared at a gun?

—Crispin Boyer



Orlando Magic  
big men *Austin*  
and  
*Michael Delvec*  
show off their  
low-post moves  
in NBA live '99.



*ORLANDO MAGIC*  
ORLANDO MAGIC

"It's a good time to hang  
with the guys and see  
how you do in the EA  
SPORTS games."

Magic forward *Bo Outlaw*  
takes time out to be  
fan-friendly.



*BO OUTLAW*  
ORLANDO MAGIC

"I play all the EA SPORTS  
games. I play 'em for fun,  
but you've also gotta have  
bopping rights."



"I DON'T TALK TALK. I LET MY PLAY  
DO THE TALKING."  
- *MILOS SIMON*

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Do you want high-flyin', rim-rockin', take-your-seat-to-the-hole hoops? We got it this summer as pros from the Orlando Magic put their skills on the line in an NBA Live 99 Pro Tournament.

*"I LIKE TO WIN AND THERE'S NOTHING BETTER THAN BEATING ME AND PEERS. THEY'RE SO COMPETITIVE."*  
 - DARRELL ARMSTRONG



Darrell Armstrong, winner of the 1995 NBA Sixth Man of the Year and Most Improved Player awards, anchored a two-man team with Bo Outlaw. This dynamic duo scorched the nets and all challengers, proving that EA SPORTS Pro Who Play™ aren't just pretty poster boys, they've got game.

# NBA Live 99

## PRO TOURNAMENT

Darrell Armstrong,  
1995 NBA Sixth  
Man of the Year,  
joins the  
competition.



**DARRELL ARMSTRONG**  
ORLANDO MAGIC

"Basketball is fun. Like after a six days, there is a little 'Oh, and that you very much.'"



**BO'S PARTNER**  
ORLANDO MAGIC

"Give us our team and putting big into the EA SPORTS arena. The graphics and stats keep it real."



PREVIEW

**FROM**  
**3**

# Donkey Kong 64

Platform	Nintendo 64
Developer	Rare
Players	1-4
Genre	Action
ESRB	KON
Release	November 1999
Web Address	www.nintendo.com

**The Good:** Huge game with gorgeous graphics and loads of mini-games.

**The Bad:** Can you say Banjo-Kazooie with monkeys?

**Get the Idea:** There's a lot of fruit that we hope won't go rotten.



Without stereotypes, we very different abilities, but welcome as this is a very important part of the personality throughout the whole adventure. An only illustrated here by George Hilly.

## HISTORY LESSON

### 19 Years On



Way back in 1986, up-and-coming designer Shigeru Miyamoto produced the original Donkey Kong for Nintendo (top). A roaring success, it was followed by many sequels including Donkey Kong Jr. in 1988, and DKC (bottom) in 1994.

It's hard to believe that the Donkey Kong franchise is 19, nearly 20 years old already, and you'd have thought that a game featuring a monkey, a plumber with a bad mustache, some barrels and a serious translation error would have aged the best of time quite so well? Originally produced as an arcade game by none other than Shigeru Miyamoto, the Kongs have appeared in almost a dozen Nintendo offerings as Mario himself

Rare's latest offering is clearly an attempt at a "repeat performance" of the success enjoyed by the mighty Donkey Kong Country series on the SNES, just when everyone thought that 16-bit gaming was dead, Rare pulled a serious rabbit (monkey?) out of its hat and somehow managed to revitalize the market for another three years. On top of that, it also managed to prove that you could squeeze a lot out of old technology if you tried hard enough. There are few consoles on the horizon...and, well, looky here: A Donkey Kong game from Rare. Coincidence? Nah. Chances are they might just manage to do it again.

So, what have we got on the menu this time? Obviously it's a 3D and looks lovely, but at first glance you'd be forgiven for thinking it had



something of a passing resemblance to Banjo-Kazooie. I guess there are only so many ways you can do a 3D platform game with animals throwing stuff at each other, so you'll have to get over that. First things first—\$66.4, it's certainly different from anything else as it's absolutely KNS to have the Expansion Pak plugged in to work. This is also to PC games requiring a 3D card, but Nintendo is about the fact that the game will come bundled with the Pak from the rafters. Nice, unless you've already got one. This is probably going to be an expensive game. Still, there have been rumors recently that top brass at Nintendo are so convinced people are going to love DK that they are anticipating sales so spectacular that it will out perform the entire Doonimal Group combined this Christmas. They might be right. Who knows?

So why does it need the pak? Multi-colored lighting effects, a go go, snazzy textures, huge worlds, silly sounds, high frame rate animation, eye candy and special effects so pretty they'll come out of your ears, and of course a ton of multiplayer options and mini-games (see sidebar). We got to play Donkey Kong, Krazy, and it really does look quite splendid. The worlds (there are eight of them) really are massive, and from what we can tell the way the gameplay is going to be structured means that this is going to take a very long time to get all the way through. If you thought Banjo had his work cut out, that's nothing compared to this.

There are to be five characters in this outing: Donkey, Diddy (both of whom we all know and



## Which Rare Game Are You Looking Forward To The Most?

Source: Pollster [www.pollster.com](http://www.pollster.com)  
©2002

Donkey Kong 64

77%

Perfect Dark

27.3%

Jet Force Gemini

14%

[www.pollster.com](http://www.pollster.com) readers want Perfect Dark, Nintendo.com visitors want Donkey Kong 64. We want both.

### DONKEY KONG

## 10 BEST GAMES WITH THE MONK FAMILY

1. Super Mario Kart
2. Mario Kart 64
3. Gill Baseball King
4. DK Country
5. Donkey Kong
6. Donkey Kong Jr.
7. Smash Bros.
8. Mario Party
9. DK Country 2
10. Diddy Kong Racing

love/hate—mostly love it reckard, and the new guys, Tiny, Chunky and Lanky—presumably each sufficed with the King family name. Chunky Kong has kind of a nice ring to it doesn't it? Each character has a unique set of moves (such like Lunk and crew in Jet Force Gemini), and there are apparently top special moves in total across the five characters. Different moves allow access to different parts of each level—and we're assured that "backtracking" is going to be a major part of the gameplay experience. From what we saw, the structure is very much "hub-based" like *Nesque* or *B. K.*, so you'll be opening up new areas with certain characters, and then taking each of the others through in order to find new sections beyond the limits of each monkey. No word yet on whether co-op multiplayer will be featured though—but we can only hope. Still, Jet Force is paving the way, maybe it could happen. We'll fill you in as soon as we know.

Although characteristically very quiet about DK's gameplay details, Rare has promised "classic Donkey Kong Country game-play elements" with more cart stages and lots of jumping about and banana-related antics. We should also see a lot more combat in *DK64*, too, with pistol pistols (the new slingshotted exploder), pineapple launchers and fruit grenades playing a dominant role, along with some first person shooting sections. As you can see from the screenshots on these pages, there are some pretty cool effects associated with these weapons. Check out that banana ring that Donkey



Kong's wedding. We're not yet sure about that first-person thing. Don't expect Donkey Quake or anything like that though, chances are it'll be a simple, single screen, barrel-based thing.

The levels we got our hands on showcased a number of different gameplay styles. We saw one of the simple, Mario Party-esque mini-games, along with some of the more platform-based levels. There was a lot of swinging about on vines, which was all presented with a very intuitive control system (conveniently better than that found in the awful PlayStation version of *Petalz*) that allowed you to swing and jump from vine to vine, Tatan style. We also got a glimpse of the trademark Rare system of collectibles, which like so much else about this game, appeared to work in a similar way to that found in *Banjo Kazooie*. Hey...it ain't broke, why bother trying to fix it? Just features quite heavily in the sure you can appreciate.



is his top pick thing chosen after one of our chipmunks...and if we're not mistaken that's Neil's military gear he's sporting there. Seazy

Where would a modern Donkey Kong game be without a nice car section? DK64 brings that up and it's made into a DR environment.

### MINI-GAMES

## 30-40 Mini-Monkeys... In A Barrel



According to Rare, Donkey Kong 64 will actually include somewhere between 30 and 40 different mini-games throughout. When we saw the game in Nintendo's booth at E3 in May only one was up and running—a simple target game that had you throwing watermelons at arches (using their egg heads from within barrels (see top screenshot)). Although simple, it's a nice diversion from the platform-adventure. Further mini-games will include a cat racing and boat racing, which will allow up to four-player gameplay. Although not confirmed as we go to press, it would appear that a Mario Party-esque multi-player game is likely to be a part of the overall package, with action centering on the numerous mini-games. Only Rare can throw something like that in and make it seem like it's an "extra." Other game developers could learn a lot from these guys when it comes to giving you value.



PREVIEW

THIS IS  
3

# Jet Force Gemini

<b>Platform</b>	Rare
<b>Developer</b>	Rare
<b>Players</b>	1-4
<b>Genre</b>	Action
<b>% Done</b>	60%
<b>Release</b>	August 1999
<b>Web Address</b>	www.rare.com
<b>The Good</b>	Its online graphics, cool multi-player modes (even cross-play) and lots of crazy stuff.
<b>The Bad</b>	It's coming out when so many other Rare games are due.
<b>The Verdict</b>	The characters' eyes are truly, seriously scary-looking.



The sci-fi look of Jet Force is underpinned with the usual cartoon look that we've come to associate with Rare's more recent games.



(Above right) Some of the mid-panels are very Wipeout-like

## KID'S STUFF

### Cutey-pie

Looking at the screenshots here, you might be thinking it's a kid's game (thanks to the cutey-pie, wide-eyed cartoon graphics), however Jet Force Gemini is anything but. Rare has developed a game that appears to be so deep and challenging, gamers of all levels and tastes should find it worthwhile to play. Coupled with the incredible graphics and gameplay that we have all come to expect from Rare, Jet Force Gemini just may surprise you this fall.




When you think of Rare, you can't help but think of great things. Not only has the software developer and publisher put out some of the best games in the industry, it would seem the company has no signs of slowing down. At this year's E3, that was quite apparent. Showcasing three hot titles—Donkey Kong 64, Perfect Dark and Jet Force Gemini—it's going to be a banner year for Nintendo and the Nintendo 64. One title that made definite impressions on the media was Jet Force Gemini. An incredible mix of action, adventure and puzzle-solving, Jet Force Gemini has players defending the Earth from the threat of an evil warlord and his army of alien insects. Jet Force Gemini plays out an epic story where it chronicles the journey of its three main characters (Juno, Vella and Lupus), and tells it vividly with masterfully designed levels and massive amounts of enemies at every turn.

When Rare set out to develop the game, they wanted to revive the good ol' days of the 2- and 4- hit systems—where players killed bugs and explored later. For example, players may have to destroy all the insectoid enemies within a stage before an exit would appear. Rare promises adrenaline pumping combat and it would seem they have delivered on that promise. Jet Force Gemini will have over 100 stages with an average of 20 to 25 stages to a level. Combined with loads of secret zones and both cooperative and multiplayer modes—suffice it to say, the game is going to be HUGE!

So what makes Jet Force Gemini so unique? The game is such more than packing a character and soving the game through his/her eyes. To get the full experience, players have to alternately use all three characters in order to meet the various objectives. Each character has his/her own set of special abilities and players have to effectively utilize all three to progress through the game. For

example, Vella is the only character who can swim, Juno can walk on fire and the dog, Lupus, has jet engines on his paws which let him jump high and float for considerable distances. About halfway through the game, just when things start to get a little hairy, players will be able to suit-up the characters "mech style" to gain additional skills and the ability to access previous levels and find new ones.

Graphically, Jet Force Gemini is nothing short of brilliant. From the individual weapon effects to the exploding insects—it's all good. At E3, the game wasn't even running with the RAM Expansion Pak, and the graphics were still unbelievable. Cool special effects such as real-time lighting and incredibly detailed textures make Jet Force Gemini easily one of the most visually spectacular for the Nintendo 64. Jet Force Gemini also has more than an hour of cinematics.

In addition to the typical deathmatch 4-player modes (where you can choose from the three main characters and, also, "Hood the Dead"), there is a 3D multiplayer race, a police trainer stage (complete with pop-up cardboard targets) and a cool co-op mode where players can go through the game as a laser gun-training team. 







**GEX 3:**  
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PREVIEW

# Road Rash 64

- Developer:** EVO
- Environment:** Pacific Coast  
Power & Light Co.
- Players:** 1-4
- Genre:** Race/Action
- Release:** 70%
- Release:** September
- Web Address:** www.igmp.com
- The Good:** The same team as PlayStation's Road Rash: 3D on a car!
- The Bad:** Simple graphics
- Get the Tip:** Road cars in the front lanes speed at 120 mph—watch!



In addition to attacking enemies over the head with weapons, you can also run them into their engine for an instant wipeout.

In Thrash Mode, the number of cap cars, pedestrians and enemies can be manipulated, allowing you to race against up to 20 opponents, which can make starts particularly dangerous.



## 4-PLAYER MAYHEM New Modes



Road Rash 64's most exciting additions are its all-new multiplayer modes, including Team Race, Gauntlet, Escape and Pursuit. There also are multi-player Death Match and a Carnage-like style Pedestrian-Hunting Mode, sure to have would-be racers in an uproar.

To make it easier to stalk your friends, most of the multiplayer modes are played on closed oval-shaped tracks or figure-8's, the latter of which create dangerous cross-traffic and wipeout opportunities.

Ordinarily not fans of persistently reacquainting racers, we're willing to make an exception when the race in question is Road Rash, one of genre's longest running and consistently excellent racing/combat titles.

Having made the leap to fully three-dimensional polygon graphics in Road Rash 3D for the PlayStation, the series boasts another first in Road Rash 64—four-player gaming. You and up to three friends can plug it out in a number of all new race types, including Team Race, Gauntlet, Escape and Pursuit.

Perhaps even more impressive, the developers managed to squeeze Road Rash 64's hard-drive alternative soundtrack—which borrows the likes of Super King, 640 Rock and The Menace—onto a car! While we're not sure whether or not the extra soundtrack was retained, the fact that they could get even a few CD quality songs on a car is impressive and definitely adds to the game's outlaw atmosphere.

Continuing the ping-pong established in the game's last incarnation, Road Rash 64 is said to have even more elaborate club interaction, with club visitations and races based on nationality and performance. As you play through the game's Big Game Tournament Mode, you also establish a running cap sheet which details your point total, nationality and police standing. Kick a little bit too much ass, and you'll become a target of both the police and your fellow road racers, so beware.



Players now have finer control over weapon attacks, in addition to being able to paralyze a foe over the head with, say, a pool cue, you can also stick it in his front spines for some real fun. Weapons include chains, mauls, bats, lead pipes, tire irons, sledge hammers and more, among others. Particularly degrading are the hammers, which can smash an opponent with just two blows, while a ice temporarily blinds opponents.

In addition to enhanced enemy AI and improved physics, Road Rash also has new bikes and selectable characters, including caps and beer chicks. The game's tracks have all been redesigned and cover nearly 500 square miles.

While you may have played previous installments of the series, Road Rash 64's new additions, particularly the multiplayer action, make it well worth a look. 🍷



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PREVIEW  
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## Do the Math



+



Before he was born, parents of L.A. Laker Kobe Bryant decided to name him after something they saw at a restaurant menu: the scarce and expensive Kobe steak. Bryant, by the way, is Baret in Italian, like another Nintendo personality we all know and love.

## Super Mario Adventure

Ready for our surprise, **Nintendo's Super Mario RPG** (which was last seen at the '99 Space World show in Japan) resurfaced at E3 last month under its new title—**Super Mario Adventure**. Shows an video only, SMA doesn't look anything like Mario RPG (this would explain the name change), with flat 2D sprites interacting on fully 3D worlds. It looks a lot better than it did in Space World, but it's still a bit odd. **No date yet.**



## WWF Wrestlemania

Here they are—the first shots of **THQ's debut WWF title** for the N64. **WWF Wrestlemania** (working title) if you've played the WWF video games from THQ, you know what to expect, as this is being done by the same developer (**Asmik/ARK**), and cast an enhanced version of the Ringo engine. THQ is promising lots of cool stuff, including PPV and wrestler creation, wrestler status and more. **WWF is due out Q4 '99.**



## Kobe Bryant in NBA Courtside 2

Developer **Left Field** is quite proud of **Courtside 2**. The new AI is pretty cunning. Computer teams will assess your skills and then attack your weaknesses—each! Also, extra polygons and high-res mode show off more authentic-looking players. Kobe did the pro cap to ensure impressive animations. Let's hope they fixed the frozen player glitch from last year. Look for this **Nintendo** release in **November**.



## South Park Rally

South Park, like so many of the game franchises (Crash, Crocoba, Bomberman), has caught Atari's Karl fever. This one- to-four player racing game will be out this **winter** from **Acclaim** and **Tantalus**.



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## Which of the following console strategy games are you most interested in?

StarCraft (1994)	1002
Dune 2000 (1993)	234
Warzone 2000 (1995)	304
Battlezone 64 (1994)	200
Command & Conquer: Tiberian Dawn (1994)	497

source: videogames.com online poll

## Kirby 64

Way back when *Minionix* first unveiled the N64 in Japan, they showed off a strong game called Kirby's Air Ride (developed by Hal). Since then, the game dropped into relative obscurity, before rumors of its cancellation began to fly. At 13 this year, the game resurfaced, though it's no longer a racer. Now, it's a true action/adventure game (similar to the old Kirby games) set in a fully 3D world. As far as gameplay specifics, it's too early to tell, but judging from screenshots, it looks as if the K man won't be the only playable character, unless he now assumes the physical form of his opponents (as opposed to just gaining their abilities). Kirby 64 (working title) has **not** set date yet, but we'll have more details after Space World '99 in August.



## Excitebike 64

When we first saw these screens of Excitebike 64, we all unconsciously laughed hoping they weren't really from Excitebike 64. Problem is, they are. Although this December release from *Minionix* and *Left Field* looks like any so many motorcycle title we've come across, we do have to give it the benefit of the doubt. Whatever the case, the dirt will have a track editor and various one- to four-player modes.



## WCW Mayhem

Here are the first screenshots of WCW Mayhem for the N64. Developed by *Madcat*, Mayhem has everything you've come to expect from a wrestling video game, like TV returns (Gino, Thelander, etc.), pay-per-view events, secret wrestlers and even cassette wrestling.

The game will put a lot of emphasis on outside of the ring action—fights can break out anywhere, from backstage to locker rooms to parking lots (although you probably won't find any pop-it tracks around...). The gameplay mechanics will include simple style counters (like in Revenge) and more complex pay-it-out combos (like in War Zone) to suit both casual and more hardcore gamers.

WCW Mayhem is due out this October from EA and will be for one to four players.



## StarCraft

Midwest Entertainment's more popular PC follow-up to WarCraft II is headed to the N64 in September. Developed by *Mass Media* for *Minionix*, the real-time strategy game will feature all the missions from the original PC game plus the Brood War expansion pack. The cart will also have a few new, console exclusive maps and two-player split screen play.

StarCraft tells the story of a war between three totally unique races: the human Terrans, the alien Ptochos and the bug-like Zerg. Each race has its own set of abilities, units, weapons and technologies unlike in WarCraft II, the differences between the StarCraft races are very distinct. For example, the Zerg have healing and burrowing abilities while the Ptochos have powerful Force Field technology. No two sides are the same, leading to long replay value.



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## LOONEY TUNES TWOUBLE



Side-scroll to the great again, sporting "TWOUBLE" for title Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and path objects throughout Daffy's neighborhood!

## LUCKY LUKE



A dangerous band of outlaws has escaped their jail. It's up to you, as Lucky Luke, to capture them! In this western-style, cartoon-like journey, you have to experience 12 major confrontations - a battle of wits, some raging rapids and a wild stagecoach ride - to save the Wild West.



GAME BOY COLOR

GAME BOY COLOR



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## Major League Soccer 2000

Continuing **Kosmos's** position as maker of the best MSN soccer games, *ML Soccer* is quite different from previous efforts. Aside from all the features you'd expect, the RPS-like "Success Mode" lets you develop individual players and make the game a more personal experience. Fully professional teams and 20 MLS seasons will be in there when it's released in **November** (and that guy with the freckly hair is on the box).



## Blues Brothers 2000

**Time** is once again making use of its Blues Brothers license, slightly updated this time with characters from the second flick. Developed by **Player 1** and due in **October**, *Blues Brothers 2000* has you guiding beloved Blues in a quest that's a little bit *Mean 44* (with free roaming areas) and a little bit *Crash Bandicoot* (with track-based stages). It also packs lots of digitized tunes and a four-player Battle Mode.



## Top Gear Hyper-Bike

From **Secretlab Studios**, off *Top Gear Overdrive* fame, comes a similar racing experience using real-life racers and a host of motorcycle. Six hilly terrains challenge your moto skills in this potentially fun racing game. Much attention has been paid to physics and realistic rider movements. Up to four players can race at once in this Expansion- and Rumble Pak-compatible game. **Kosmos** will release *Hyper-Bike* in **November**.



## Mini Racers

Not much is known about this RC racing game from **Nintendo** and **Looking Glass**. It supports one to four players, and looks like an RC Pro Am update so far. The game does not yet have a release date.



## Asteroids Hyper 64

This one's easy—think of the classic arcade *Asteroids*, except with fancy 3D graphics. In case you're not familiar with the PS version, this update from **Cave** and **Synapse** puts you in control of dinky space craft that must destroy countless numbers of asteroids, enemies, bosses and space debris through some 30 levels. Due in **August**, it also has a variety of power-ups and co-op and competitive multiplayer modes.



## Sprocket

**Snicker PUNCH Productions** is currently working on *Sprocket*, a 3D platform adventure that has you trying to save an extragalactic amusement park from destruction at the hands of an insane madman. You'll be able to drive a variety of vehicles (including robot perceptors), use a tractor beam to move objects around, and even alter the stage's environments. Its publisher has been signed on yet for the fall release.





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PREVIEW

POSTER  
OF  
E3

# Dino Crisis

**Platform:** Capcom  
**Developer:** Capcom  
**Players:** 1  
**Genre:** Adventure  
**ESRB Rating:** TSP  
**Release:** September 1999  
**Web Address:** www.capcom.com  
 www.dinocrisis.com

**The Good:** Incredible graphics and atmosphere, engaging puzzles.

**The Bad:** Environmentally unreplicable, camera too static.

**Are You In?:** The leftover meat of an angry Velociraptor.



You can use electric barriers to trap roaming raptors, and then zap 'em while they're disoriented.



Velociraptors are small, merciless and hard to kill...and all you start off with is this minuscule weapon!

## REFLEX

### Ready, Set, Panic!

Some events in the game are out of your control. The only way to survive Fern is by jamming on the buttons at just the right moment. What better way to create a total sense of panic and paranoia?



Let's not fool ourselves, Jurassic Park was no *Night of the Living Dead*. Unlike zombies, dinosaurs belong in a world of museums, picture books and MacBaster movies.

So when Capcom broke news that Resident Evil creator Shinji Mikami would headline survival horror with *Dino Crisis*, everybody wanted to know if a game about dinosaurs could maintain the same visceral impact found in the SE series. After spending time with this least playable, we can confirm that *Dino Crisis* is indeed an target for survival horror gamers.

Once again, you're dropped into the plot of a B-movie and fighting to stay alive. You play as Regine, a member of the special forces team assigned to locate and retrieve the brilliant but expropriated Dr. Mark on Isla Island. You need to infiltrate his science facility, learn about his secret project, and bring him home. Pretty straightforward, except Isla Island is crawling with Velociraptors and somewhere out there is a really gross off-tyranosaurus Rex.

While survival horror has always been associated with a sense of dwindling hope against insurmountable odds, it's also defined by puzzle-solving gameplay. With *Dino Crisis*, Capcom uses

the strength of the game's 3D engine and the unfolding story line to create some of the most clever puzzles we've seen. Sure, a lot of the lipwork still involves fetching keypad A to open Door A, but the "helicopter" puzzles scattered throughout the game are both intelligent and well-integrated.

The biggest distinction between *Dino Crisis* and Resident Evil are the 3D environments. If you think real-time backgrounds always come at the price of picture quality and detail—think again! Thanks to dynamic light sourcing and realistic textures, *Dino Crisis* is Capcom's best-looking survival horror game yet. Unlike Silent Hill or Metal Gear Solid, Capcom has decided to keep the camera mostly stationary to give *Dino Crisis* a *DualShock Resident Evil* feel. This means that going from room to room or different parts of one big area will still induce slight loading times, but it's far more tolerable. The benefits of a full 3D environment really shine in *Dino Crisis*. Characters and dinosaurs no longer feel like 3D cutouts superimposed onto flat wallpaper—the overall effect is seamless and immersive.

Backgrounds made of polygons also tie in there's much more you can interact with. Your environment often an events trigger: floors drop out from under you, dinosaurs burst through doors or tear through fences, entire rooms are demolished within seconds. The potential for dynamic real-time changes to the world around you creates unbelievable tension and suspense.

The other important use of real-time 3D in *Dino Crisis* is during the cutscenes (like in *Metal Gear Solid*). The game kicks off with some FFW but soon releases the storytelling to the in-game engine. All





### Jason's Dinosaur Site: [members.aol.com/Ernie/indigo.html](http://members.aol.com/Ernie/indigo.html)

If you'd like to learn more about the prehistoric creatures in *Dino Crisis*, we highly recommend Jason's Dinosaur Site. This colorful Web site is chock-full of useful information that really helps you immerse yourself in *Dino Crisis* with extreme prejudice. Also be sure to check out the animated Velociraptor image. Nice work, Jason!


dialogue in the game is voice acted and from what we've heard, the difference in quality between this and the other Resident Evil is like night and day.

The first thing you'll learn while playing *Dino Crisis* is the ferocity of the dinos and how unpredictable they can be. Raptors are relentless, fast and tough as hell to take down. Once they spot you, it's either stand your ground or run for sweet life. In Resident Evil, running from a zombie was no problem, you simply weaved in and out, shook them off, or took their heads off with a well-placed backshot. The Velociraptors in *Dino Crisis* are frighteningly realistic. They linger about the frills of the science facility, waiting and stalking. If you don't dispose of them on your first encounter, you can be sure they'll be there the second time around—sometimes hiding in an entirely new location. On several occasions you'll find yourself entering a room with napping raptors nestled in a corner. Walk lightly, keep your distance and you may get through the area unscathed. But when the raptors come charging down corridors and crashing through doors to clamp their jaws over your limbs, there's very little you can do except mash on the buttons and hope the damage isn't fatal.

To prepare the player for a faster and more savage threat, Capcom has implemented a nice "hazardous maneuver." By pressing the L2 shoulder button, you



can now face the other way instead of waiting for Regina to slowly swivel in place. You can also walk with your gun drawn and ready, but it will slow you down to a cautious pace. Among other things has been removed from combat but just point Regina in the direction of her enemies and she'll automatically track them with her aim. This deals with a lot of the annoyances people had with previous games in the Resident Evil series. To top it off, *Dino Crisis* introduces bleeding wounds on top of limping, character animation. To control the bleeding, you'll need to find special medical kits. Seeing Regina limp around with a trail of blood behind her is chilling, and suddenly the whole meaning of "survival horror" hits much closer to home.

*Dino Crisis* can be seen as a natural evolution in a genre that's had been continuously refined with each new game. Capcom takes the best elements of Resident Evil, and combines some of the genre's quirks to produce a thoroughly jarring experience. Hey, it's a winning formula, so why not? 

### SYSTEM

## Taking Inventory



Unlike the peaky save system in RE4 where you need to find "ribbons" and a typewriter in order to save a game, there are "save rooms" in *Dino Crisis* you can designate as your checkpoints. In exchange for this luxury, you access "emergency saves" when you have terminal logs. Also borrowed from *Parasite Eve* is the idea that you can now combine certain items or power-ups with different weapons to customize an arsenal for yourself. Mix different tranquilizers together to produce darts that bring down a raptor with just one shot.



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The number of motion pictures in which **Tarzan** has been featured.

## Tarzan

<b>Franchise:</b>	AAA
<b>Developer:</b>	Coreco
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>Release:</b>	2003
<b>Release:</b>	July
<b>Web Address:</b>	www.playstation.com
<b>The Good:</b>	It's about time Tarzan had his own game.
<b>The Bad:</b>	Lairdottes are on a roll.
<b>Are We In Yet?</b>	Terk, your female monkey friend, has a really bad New York accent.



As would be expected, Tarzan can be found performing tasks in PRIMA moves. Climbing on and swinging from vines are secondary and vital functions in giving Tarzan a life.

### SIBIRICA

## Young Terks




Terk, your female gorilla buddy with the grating Brooklyn accent, is your guiding light during the game. At key points throughout the game, you'll come across "Terk tokens." Anytime you see one of these tokens, grab it and Terk will come climbing out of the background somewhere to fill you in on some integral gameplay element or simply to explain to you about some power-up or something. Any way you cut it, when you see a Terk token, you should get it and see what she has to say, because it's almost always useful. Of course, if you really just get tired of listening to her sassy ways, you can just smash the buttons and fall far to sleep.

If any character in the history of popular fiction are has ever deserved a video game based on his/her exploits, Tarzan would certainly lead that list. He was the original Mel Gibson and is one of the most obvious candidates for a platform adventure if there ever was one. "He could swing as fast across space as the dizzy heights of the forest top and grab with unerring precision and without apparent (or, a limb waving wildly in the path of an approaching tornado," said Tarzan's creator, Edgar Rice Burroughs, in *Rocks of the Apes*, first published six years ago in 1912. Well now the wait is over thanks to Sony Computer Entertainment and developer Coreco.

Coreco, who seem to be popping up all over the place these days (*Duke Nukem: Time to Kill*, *Duke Nukem: Zero Hour*, etc.) has created a 3D, Klonoa-esque platform game that evokes memories of the old Genesis game *Madcat*. Featuring the same fluid animation as its neo-neighbor, Tarzan swings across through his lush 3D environment with a grace one would expect in a Disney (inspired) game. Although the majority of the game is played in a traditional side-scrolling format, there are plenty of 3D elements that pop up every now and again. While not as extensive as something like *Klonoa*, Tarzan may occasionally venture into or out of the foreground to retrieve corpse bones.



or power-ups. There are lots of things to find as well, bones, fruits, Nisan tokens, spears, pencils (don't like to you) and sketches are just some things you'll find here in the jungle.

Being that this IS the jungle, Tarzan will have to watch out for all sorts of antagonistic animals and natural hazards. Thankfully, Tarzan has a wide array of attacks to help him in his adventures. He can attack with different kinds of fruit of varying power, attack with his knife (provided he finds one) or use his "ground pound" to access hidden power-ups and items. If Tarzan finds the letters T A R Z A N, through the course of each level, he can a few unlock animated movies made by Disney themselves! Graphically, Tarzan is one of the most auspicious games you'll ever play. Inside the lush backgrounds of Coash Barendoot, with a darker, more realistic feel and gaudy hollery there. Animals crawl all over the place, birds fly in and out of the background, waterfalls and other ambient effects all combine to create one of the most convincing 3D backdrops you'll ever find. Fortunately, the game plays pretty good as well. Tired to calculate with the release of the motion picture, Tarzan could climb into many a gamers' collection this summer. 



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# DAILY PLANET

2000 A GREAT METROPOLITAN NEWSPAPER

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STORY

The last interview before Superman's disappearance.

# SUPERMAN IN A NEW DIMENSION

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*Man of Steel a dimension er super hero before."*

strength, super speed Superman is predicted conquer Lex Luthor's old bring Lois Lane and to Metropolis safely. He has decided to enter search of Lois and

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# MONSTER TRUCK MADNESS 64



Microsoft



# NCAA Football 2000

<b>Platform:</b>	Electronic Arts
<b>Distributor:</b>	EA Sports • Tiburon
<b>Genre:</b>	FB
<b>Rating:</b>	Sports
<b>ESRB:</b>	M
<b>Release:</b>	July 1999
<b>Web Address:</b>	www.ncaa.com
<b>The Good:</b>	Despite the changes, EA's gameplay is still outstanding.
<b>The Bad:</b>	Those expecting radical changes will be disappointed.
<b>Are You Ready?</b>	Some of the features we're big up on, but that's a given. Overall the graphics are just a hair less sharp than NCAA 99.



Look at the size of those o's & it finally a football game with proportional players.



## NCAA HISTORY

### Evolution

Although EA's NCAA Football is young, it's come a long way. With a replete of hidden angles and chunky graphics, its debut didn't come much of a title. But now and behold the next year it took EA's Sports Game of the Year award. 2000 looks very promising as well.



And, it's our old friend. As you probably know, NCAA Football got back top honors in our sports category last year—no really like it. That's why we've had our fingers crossed for the year's edition. Please, oh please, don't mark it as with overly ambitious changes. Thankfully it's already evident NCAA 2k is well on the right track.

Most importantly, the game engine has been retained with only minor tweaks and adjustments. The bigger changes involve the graphics and animation. Proportional players have finally made their debut in a football game. The linemen are stocky chunks while quarterbacks and receivers are noticeably smaller. Middle-weight stars coast as well. The size of a player also relates to his power and speed. Some are the days when you could use a lineman to cover a short route receiver. Power is also determined by size. Smaller linemen aren't as effective on larger running backs or vice versa.

There's a lot of new animation as well, too more to be exact. On top of several tackle animations where players flip over (based upon impact, catch blocks, etc.) we've got—the air shifter salute and finger in the face (waiting to come a few feet from the QB) gestures are more fluid and realistic. Cheerleaders, mascots and coaches are present on the sidelines as well. Combining these elements with the quick-cut, TV style presentation gives the game a healthy dose of college football atmosphere.


New conferences include the MAC, SWAC and Ivy League. In all, 140 divisions + A and 1 AA teams exist. On top of that, a classic match up option gives you



10 additional teams from the past.

Several new features are quite helpful. On-screen coaching tips point out how you could have better defended the previous play. It's both helpful and humbling. As an on-screen play editor, lets you create or modify a play while on the field (very cool, a piece).

While gameplay is obviously the leading draw in NCAA 2000, new management and on-site school features pump up the sim appeal. Building a school involves choosing uniforms, colors and even student enrollment. You may think you got your own team in any 99th grade.

As you can tell, we're all pumped up about NCAA 2000. With any luck at all it'll stay on track in its next stages of development. 



NCAA has retained the killer ruckey ability. Check out your line play in every angle and zoom possible.

## NCAA 2000

### TOP 10 Improvements made to NCAA

1. 200 new animations
2. World player sizes
3. 30 new teams
4. Faster frame-rata
5. Exclusive bowl rights
6. 1,000 plays
7. EA coaching tips
8. Dual Shock friendly
9. Create-a-school
10. Better play editor



# In 1913 the ship Orpheus mysteriously disappeared, 45 souls were lost...

...or were they. Echo Night transports you to the Orpheus, the startling point of a spellbinding supernatural adventure that will take you to past times and distant places. As you explore the Orpheus, you'll encounter the ghosts of passengers who mysteriously died before their time. Now you must help them find peace. This will take courage and cunning, you will meet unusual people, discover lost objects, and talk with the dead. But take care, evil forces are at work, there are many devious mini-games and puzzles for you to survive before you can learn the secrets of the dead and the deadly talismans stories.

- From the developers of the King's Field series
- First person adventure with lots of puzzles to solve and mini-games to play
- Dual shock compatible
- More than 10 eerie locations to explore, including a ghost ship and an ancient castle
- Interact with over 50 characters
- Travel through time
- Over 50 objects to discover
- 3 different unique endings



## EchoNight



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# Tail Concerto

<b>Platform:</b>	Wii U
<b>Developer:</b>	Bandai
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>ESRB:</b>	ES-10
<b>Release:</b>	August 2014
<b>Web Address:</b>	www.atlus.com
<b>The Good:</b>	Tail Concerto adds an interesting twist to the action-platform genre.

**The Bad:** The main character is a dog named Waffle.

**Our Verdict:** The enemies are cats and aliens. Who knew cats were responsible for this?



Like the majority of the new breed of platformers, *Tail Concerto* is viewed from a third-person perspective. You can see Waffle in his fully equipped mech-suit at all times.



## DOG MECH STAR

### Atomic Dog

By now a staple of video gaming lore is the failed mech-suit. Although long-lasting mechanical stalwarts like *Metal Gear Solid* or the *Mechanized Arm* are usually referred to as the only reason, other similar offerings like *Mech Warriors*, *Armored Core* and *Evangelion* have popped up in their wake. Despite the advent of technology, there have been attempts to keep the mech ideal intact, while offering a new twist to escape the genre. Of note is Sega's *Sakura Wars* series, which features steam-powered mechs that possess a large number of steam-powered attacks. Taking that idea a step further (or possibly, a step back, depending on how you look at it) is *Tail Concerto*'s hero and his mech-suit, which is also steam-powered. Half *Sakura Wars* and half *Capella Comments*, Waffle's mech-suit is driven by steam and controlled by the levers found in his cockpit.

If you watch carefully, you can see Waffle steering his mech-suit everywhere he goes. Ah, technology!


Originally scheduled for release last year by Bandai USA, publishing duties have now changed hands to Atlus USA, who is attempting to introduce its domestic history through eclectic acquisitions (Guilty Gear, Bomberman Fantasy Race) and first-party localizations (Gears, Tropico Games, Persona). *Tail Concerto* marks Atlus' first major step into the 3D platform/action genre, and a significant step it is. While the game surely has a few nits, the overall quality of design and graphics is a considerable step up from developer Good! Japan's usual fare.

Taking the role of young Waffle, a canine police officer in the floating islands of Phano, you must head out to capture the elusive Black Cat Gang and their legion of fellow troublemakers. Aiding you in your adventures is your trusty mech-suit (on top of which, Waffle can be seen literally steering the

steam-powered monolith). The mech suit is equipped with a bubble shooter and an intriguing warp/teleport which are used, respectively, to stun those little pesky and warp 'em off to a holding cell. Convenient? The variety of objectives in *Tail Concerto* is fairly broad. Island hopping, letter capturing, back-to-back returning, you name it, it's in there. Fortunately, *Tail Concerto* supports both digital and analog control for those partial to either configuration.

The game spans eight different worlds, features 20 minutes of hand-drawn animation and is spawled over expansive 3D environments. There is the seven unique boss encounters and you've got an adventure fit for a king. Well, maybe not, but it's a worthy adventure nevertheless.

The game is weaved together by cutscenes utilizing the game engine with spoken dialogue. Currently the language is in Japanese, although there are English subtitles and the voice will likely be recorded in time for its August release.

Anyone looking for a 3D platformer (although the emphasis is less on platforming than it is on action) in the vein of *Wegman Legends* need look no further than *Tail Concerto*. 



The music is great. The need is greater.

Pearl Jam

Alanis Morissette

Rage Against The Machine

Neil Young

KORN

Black Sabbath

Bush

Ben Folds Five

Oasis

Sarah McLachlan

Indigo Girls

The Wallflowers

Jamiroquai

Tori Amos

Peter Gabriel

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## NCAA GameBreaker 2000

**gty Sports'** GB also has kept its great game engine **but**, in the name of realism, slowed down the game pace a little. In addition, slow plays along with a freerider play editor are prominent. New player models show off multiple race characters and better-looking uniforms. Upgraded a season and an option to save and load your finest players into GameDay 2000 are key features in this **September** release.



## Toshinden Subaru

Toshinden lives! **Takara** recently announced the fourth installment of the Toshinden series (not counting Toshinden GGG), Toshinden Subaru. Developed by **Takara**, TS takes place 10 years after Toshinden 3, and features an entirely new fighting engine. New to the mix are casual moves and air blocks, and a host of new characters. The Japanese version is due out in **August**. A U.S. release has not been announced.



## Spider-Man

Set for release in **early 2000**, Spidey will be with us thanks to **Activision** and the developers at **Novotek**. EGM was recently lucky enough to be the only magazine to get some heads on time with the game, and we can report that it really does the license justice. Swing from building to building, crawl along pretty much any surface, and do a cool thing where you pull bad guys toward you with your web. Next.



## Saboteur

Imagining something a bit like Tomb Raider, only with a modern day, sword-wielding ninja—a nod to dog. **Blues** and developer **Tigon Software** recently showed us Saboteur and it definitely looks a bit different. As is the norm with 3D action/adventures since Metal Gear, Saboteur plays a big part in the proceedings—but the dog (who can't be killed, interestingly) is a major gameplay element when it comes to distracting bad guys.



## The Misadventures of Tron Bonne

The Misadventures of Tron Bonne, due **this fall** from **Capcom**, is a side story to Mega Man Legends, and stars Tron, Mega Man's former rival from the game. One of the coolest aspects of MTLB is being able to "control" the Servbots, by directing them to attack specific enemies. In Japan, it's coming packed with a demo of Mega Man Legends 2. Here,



## Vandal-Hearts II

**Rezart** is working on a sequel to their popular strategy/RPG, Vandal Hearts. While it takes the same style of play as the original, but with several key enhancements. Most notably, items and equipment will now level up as they're used, and enemies will be able to make their moves at the same time as you. Vandal-Hearts II is due this **November**.



# LOADING\_

# WIPEOUT 3

[WWW.WIPEOUT3.COM](http://WWW.WIPEOUT3.COM)

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## Tenchu II

When the first Tenchu came out as an action, it had several problems which kept it from being any good (the camera being the main nuisance). The U.S. Tenchu had a lot of the problems but was still overshadowed by other "stealth-action" or "third person perspective" games like Metal Gear Solid.

Like the first Tenchu, Tenchu II is set in the feudal age of Japan, when these young ninja warriors will begin an adventure to ultimately defeat the evil overlord Tenchu II. A proposal that adds new features, weapons, equipment and enemies. Mission objectives will now be more varied and incorporate each character's skillset into solving the levels. Among one of the game's playing modes is a custom mode which lets you create your own levels. Tenchu II comes out **spring of 2000** from **Activision**.



## Jet Moto 3

The next installment in the Jet Moto series is coming to the PS courtesy of **gingi Studios** and **Pacific Coast Power & Light Company**. It features modes you'd expect to find in most any race, with the addition of a custom Season Mode and a Stunt Mode. In the Stunt Mode, players can polish some fancy moves and compete for points. This **September** release has 10 races (five new, five from Jet Moto 2), some 17 types of obstacle-filled environments and a two-player head-to-head mode.



## Wild ARMs: 2nd Ignition

**Sony** recently announced the sequel to their popular (though decidedly original) RPG, Wild ARMs: Wild ARMs: 2nd Ignition brings with it many new things, including arena subquests, fully polygonal environments (no more 2D backgrounds) and more realistic-looking characters (no more super-deformed features this time around) and Ignition to die out in Japan this fall. A U.S. release has not yet been decided.



## Dewprism

**Square** recently unveiled their latest polygonal action/RPG in Japan, Dewprism. The game, which looks quite a bit like Brave Fencer Musashi, features two soloable characters—Rae, a boy, and Mint, a girl. Each character is searching for a mystical item known as the Dewprism, and each has his/her own reasons for acquiring it. A demo of Dewprism will be packed with Legend of Mana in Japan, but **no release date has been set** yet for word on a U.S. version that is, but we'd say the chances are good.



Which of the following PS 3 games are you most into?

WTF Attack	958
Metal Gear Solid VR Missions	400
Die Hard Trilogy 2	113
Age Escape	175
Residual Evil 2: Numeron	100
Danger Girl	412
Die Hard Trilogy 2	936
WTF Attack	100

Source: [www.gamespot.com/online/poll](http://www.gamespot.com/online/poll)



## Juggernaut

Part *The Expend* and part *Innerspace*, *Juggernaut* is a bizarre trip into a dark, macabre world. This adventure game is reminiscent of *Myst* in its simple point-and-click interface (all movement and action is depicted by a series of FMVs). The game is heavily puzzle-based, but the atmosphere and the orchestral soundtrack more than set the right mood. (Price will release *Juggernaut* in September 2003)



## Danger Girl

Somewhere in November, THQ will be releasing *N-Space's* game adaptation of the popular comic, *Danger Girl*. Look for three playable girls, each of whom would certainly give Lara a run for her money. *Danger Girl* has 30 levels spread over six different locales. The girls will be fully loaded with neat gadgets and weapons like electronic lockpicks and night vision goggles.



## Eagle One: Harrier Attack

Although it may sound like a flight sim, *Eagle One: Harrier Attack* is nothing of the sort. This *Infogrames* published and developed title is very action-oriented, with video game-ish missions (like rescuing people from enemy soldiers). You'll get to fly five different aircraft, including the F-16 Falcon, A-10 Warthog and Raven Stealth Jet (oh yeah, and the Harrier Jumpjet). *Eagle One* is for one- or two-players and is due out this fall.



## Championship Motocross

*Ricki Crombach* is a big shot Motocross champion. If you didn't know his name, formerly known as G-TRT, features 12 unique tracks from around the world and one (yes, one) licensed bike—the Kawasaki KX 250. Eight other fantasy bikes can be used. Good sound, decent physics and thankfully analog control are present. Weather effects and TV style presentation round it out. Watch for the THQ release in August.



## Konami Arcade Classics

This September, *Konami* is planning on releasing a collection of 30 of its classic hit arcade games on one disc, called *Konami Arcade Classics*. The games, which include such favorites as *Yie Ar Kung Fu*, *Gyuss*, *Super Cobra* and *Time Pilot* (and the latest game on the disc), are all 100 percent faithful to the arcade originals, right down to the bugs! KAC will also feature artwork from each game, as well as new CG sequences.



## Pong

Updated versions of retro games are so popular so fast. This game is Pong from *Hasbro Interactive* and *Supersonic Software*. It has new 3D graphics and supports up to four players. Look for it in October.



## PREVIEW GALLERY

**2.6 Million**  
**+ 1.5 Million**  
**= 4.1 Million**

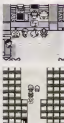
Americans have bought **Pokémon Red** and **Blue** cartridges so far.

Americans have bought **Deer Hunter** for the PC since its release.

**Pokémon** fans and retro PC gamers combined, living in the U.S. Quite scary, isn't it?

## Pokémon Yellow

Pokémon is raising wild? On **Sept. 6 Nintendo** will release *Pokémon Yellow*, the latest installment in the ever-popular Pokémon series. It's one on Yellow isn't actually a sequel to the Red and Blue versions, though—but it's got a lot of new stuff that no true Pokémon fan will want to miss. For example, Pikachu is now on your side from the very beginning. You can see him on the map screen, and you can interact with him throughout the game (it's very cool). Also, you can now print out your Pokémon data using the Game Boy Printer. You can look forward to lots of subtle changes as well—hidden stats games, camera appearances by characters from the cartoons, new art for the monsters in the Pokédex, and more. The only downside? The game was created before the GB Color was released, so the color enhancements are Super GB only.



## Azure Dreams

**Konami's** dating/monster-raising (what's a combo, eh?) role-playing game is coming out for the GBC this **September**. Like its PS older brother, *Azure Dreams* will have you exploring randomly-generated levels in a mythical forest, trying to discover why your father disappeared so many years ago. Along the way you can interact with town locals, love interests and monster girls, which you can later use to learn special abilities. See an here are screens from the Japanese version of the game.



## Deer Hunter

You might be a retrohead if... you buy a Game Boy Color for *Deer Hunter* by **Widow Entertainment** and **Manning Star Multimedia**. This **July** release allows you to hunt deer in various locations, using sights and different weaponry, just like the PC version. Note: This game is not backward compatible.



## Earthworm Jim: Menace 2 The Galaxy

If you've played an *Earthworm Jim* game, rest assured this GBC title, developed by **IMS Productions** and published this **September** by **Crave**, delivers the series' trademark wackiness. Here's the skinny: *Earthworm Jim*'s arch nemesis, has stolen some interdimensional space technology from Professor Winkley's evil Hoid. So off you go to save the universe in this 13 level platformer, featuring goofball battles with Jim's Baster, Plasma Gun, pocket rocket and wackadick Spat.



## Motocross Maniacs 2

The sequel to the ultra-fun Game Boy classic packs more than 10 courses and—better still—the ability to create and edit your own tracks. It also offers a new two-player link mode, as well as a ghost rider opponent for frenzied lovers known as **play**. **Konami** will release *Motocross Maniacs 2* in **August**.







## M Stepping Stage

Japan's latest arcade project is M Stepping Stage, a straightforward Dance Dance Revolution clone that's powered by Sega's Meizu hardware. The game's only twist to Konami's DDR is rather than four step sensors, it features six laid out in a round hexagonal shape. The cabinet has three monitors, two of which display a mixture of live action and computer graphics. **Japan currently has no plans for a U.S. release.**



## Ferrari 355 Challenge

Sega is putting the finishing touches on their latest racing simulator which runs on multiple Dreamcast boards. The game play for Ferrari 355 Challenge will be on the realistic side, but players will be able to choose between three difficulty settings. The cabinet itself boasts three monitors working together to provide a total panoramic racing experience. The game will also feature a printer for you to print out your ratings. **No word yet on a U.S. release.**



## Brave Fire Fighters

Brave Fire Fighters is an eye-catching (and) game from Sega. Similar to light gun games, players must put out fires with a waterhose controller by pointing at the onscreen fires. When activated the firehose (which is accurately modeled after a real fireman's hose) will alternate. You will also need to move forward and save any victims trapped in the inferno. **Brave Fire Fighters comes out in Japan this summer.**



## San Francisco Rush 2049

A couple years ago, it was impossible to go to a pool hall or any other smoky bar without seeing a San Francisco Rush. Now **MVP's** back with Rush 2049. It's 50 years in the future and San Francisco is once again in the throes of another gold rush. This time, the miners first strike underground, creating a labyrinth of tunnels perfect for a couple laps in the stock market. Returning to the game will be the mastery of the SF Rush silver-finding shortcuts and getting massive air. There will be fast new tracks, minor modes, car upgrades, as well as a "Team Rush" feature where players can keep track of records by entering a 4 digit PIN. Top racers will receive prizes from Alan. **Rush 2049 hits arcades everywhere in August.**





Illustration by Pixel Pushers Design



## WITH A GAME IN THE WORKS FOR EVERY SYSTEM, CAPCOM'S ZOMBIFIED FRANCHISE IS MORE ALIVE THAN EVER.

By Kristin Bauer

**I**t'll all come to an end someday. Zombies will shuffle into the sunset. Lickers will move someplace warm and retire. Flesh-eating dogs will curl up in front of the TV and die, or snore—whatever snored things do when they're put out to pasture. Shoji Ushiki, Capcom's producer of the enormously popular *Resident Evil* series, said the franchise will have a finale. Someday "it will have an end," he told us, "but we have not decided what the big final story should be."

It's a safe bet you won't sink your claws into this "big final story" until long after the first game's zombies decompose to dust. Ushiki and company have plenty of *Resident Evil* in the works, more than ever. And why wouldn't they? With more than 9 million games sold worldwide, the RE series has surpassed *Street Fighter* as Capcom's premiere franchise. It has even been credited with turning Capcom's fortunes around during the company's



Illustration by Phall/Foxoria, DigiArt

## Resident Evil Movie on Pause

If an interview with horror auteur George Romero a few issues ago had you worked up to see the Resident Evil flick he was scheduled to write and direct... well, don't lead up on popcorn and Geonims just yet. "George Romero, we hired him as the director," flagship president Yasuhiko Okamoto told us, "but his script wasn't good, so Romero was fired."

The director's dismissal hardly seems fair, considering Romero's films inspired the RE series. Nevertheless, it looks like Resident Evil won't be hitting the local cineplex anytime soon. "We know the movie is going to be out there someday," Okamoto said. "There is a scenario coming, but there's no script yet. People are trying to get the script done, but we have to be careful, because it has to fill the Resident Evil feel."

stinky days at the end of the 16-bit era. "Resident Evil came along at a time when it was probably necessary for both Capcom and the market," Capcom Entertainment president Bill Gardner said. "Street Fighter had a long, good run, and it continues to do very well. But I think Resident Evil has picked up with the freshness where Street Fighter was starting to get rather old."

Need extra proof that Capcom's killer franchise is more alive and ubiquitous than ever? Go recall a recent release list. No less than four Resident Evil titles are officially in development for every

system, with a few other unconfirmed titles residing at Supermario. Foremost on gamers' minds is Resident Evil 4, Nintendo, out for PlayStation this November (Capcom may pack a Nemesis demo with the G box, which hits early September). Resident Evil: Code Veronica—the series' debut on the Dreamcast—is due this December in Japan and in the U.S. early next year. Nintendo 64 gamers'll see at their first survival horror experience when Resident Evil 2 hits that system this fall, maybe in time for Halloween. And the original Resident Evil will arrive on the Game Boy Color at about the same time.

New, factor is the action figures, novels, comic books and other merchandising line ups, plus the brewing Resident Evil flick, and you have the fastest-growing franchise in video games. Resident Evil (the series' U.S. name, incidentally, was coined by a Capcom Entertainment sales rep) is everywhere. It's unstoppable. It's rolling from inside the house. It's right behind you!

Abs. "We went straight to the series' creators—from the producers at Capcom R & D to the scenario writers at Flagship—to get the breakdown on everything Resident Evil. You want survival horror? You got it, and here are the games, top—everything—that'll give it to go!



## WITH UPCOMING RESIDENT EVIL GAME ARE YOU MOST LOOKING FORWARD TO?

Resident Evil (Game Boy Color)	488
RE Shooting Game (rumored coin-op)	706
Resident Evil 2 (N64)	1053
Resident Evil 3 Nemesis (PS)	5237
Resident Evil Code: Veronica (DC)	3638
Resident Evil Zero (rumored N64 game)	1413
Resident Evil 2 (Game.com)	129

source: [mlgaming.com](http://mlgaming.com) online poll



Not a gaslighter, the Nemesis is a speeding, missile-spewing powerhouse that'll do more than most RE's kill if he gets her.

## Resident Evil 5 Nemesis

Rebeki Okamoto has been known to wear a cow print to work. The president of Capcom subsidiary Flagship, he's a friendly, fumble guy with a quiet sense of humor and many of the same interests as the average GDI member. He's a Star Wars fan (he's really into honor movies, especially George Lucas flicks). He's also a rockstar caliber celebrity in Japan, and it's his company that puts the honor into "survival honor."

Okamoto's Flagship created the scenarios for Resident Evil 4, Dino Crisis and Resident Evil: Code Veronica. And although Capcom's own internal staff wrote the script for Resident Evil 3 Remake, the game still had to undergo HIGASHI's scrutiny. "He pretty handles the whole setting of Resident Evil," Okamoto told us. "So the Nemesis team brought their stories to Flagship for checking to make sure it fits in."

"Fitting in" is the phrase of the day here, since many of the events depicted in Nemesis actually take place during RE's time frame. Your main character is Jill Valentine, the "murder of unknown" and S.T.A.R.S. gal who from the original Resident Evil. Turns out the Raccoon PD didn't believe her report when she returned from the first game's T-virus-infected mansion with Chris Redfield and Barry Burton. After all, the evidence blew sky high when the big topaz went boom, and the linked police chief covered up everything else.

Flash forward to Sept. 28, the day before events depicted in Resident Evil 2 (all his colleagues from S.T.A.R.S. and in packing up) follow Chris Redfield, who already set off to investigate Umbrella's headquarters in Gurope. And then things get nasty: The G-Virus-infected zombies and citizens from RE4 hit the streets. They're everywhere. Your goal is to help her escape, as the game continues through the Sept. 29 events in RE4 and finishes the night after.

Expect guys via "You'll run into characters from RE4 and RE5, such as Brad Vickers, the handy cat S.T.A.R.S. chopper pilot from the first game and a hidden combat in the second (don't worry—you'll see how he gets infected)." You'll scuffle through familiar settings. About 15 minutes of Nemesis is set in the police station, which looks the same as it did in RE4. And if this intermingling of old and new seems a logistical nightmare for the development team, well, it is—especially when you consider they have to do the new Resident Evil games in development. In fact, Mizuki said one of the greatest challenges of working on the series is ensuring the games are consistent with each other. "All of the producers, directors and planners involved in any Resident Evil series get together and have a meeting once a month to avoid any continuity problems," Mizuki said.

Unlike RE4, Nemesis won't have a "trapping" system (you remember—that two-CD installation

## SIX DEGREES OF CHRIS REDFIELD

To franchise intermingles its characters like Resident Evil: From thing, though RE's Chris Redfield seems at the center of it all. He's no more than six degrees away from any other RE star or helper character.

### Brad Vickers

In RE, comradely RE pilot Chris' best. He's in Nemesis, too.



### Jill Valentine

Jill chased boss with Chris in RE. Now she's solo in Nemesis.



### Claire Redfield

Chris' sister and star of RE4 and the upcoming Code Veronica.



### Sherry Wong

RE's last little G-Virus-carrying girl, who escapes with Chris.



### Ada Wong

As Sherry's mom, Ada's two degrees away from Chris.



### Barry Burton

Jill's burliest RE helper, he's one of Jill and Chris' Alpha-team pals.



### Rebecca Chambers

An 18-year-old S.T.A.R.S. elf, she was Chris' helper in RE.



### Chris Redfield

### Leon Kennedy

Leon saved our Chris, but maybe Chris'll one day introduce them.



## DOOFUS AND DOUGLAS

### IGW's Lessons in Zombie Etiquette

Knowing the undead rock flesh, zombie-savvy Doug covers his ears with his-a-proof armor. Meanwhile Doofus opts for the ol' business hammock.



Only a blow to the noggin will stop a zombie's shuffling, so Doug hanes his aim at the range. Doofus doesn't quite get the idea of a headshot.



Zombies are slow and Doug knows it; he's nearly pressed juggling skulls at his outfit de jour. Doofus would rather run slow but feel "peppy."



A trip to the hardware store and Doug's goal is zombie-proof. But poor Doofus found lead. Both end Royce's certain safe too good to ignore.



Illustrations by Peter Puchner, Design

Riley Nemesis wades ill through some of Riley locales. Here she is viewing the police station, which looks exactly the same.



that let you play through the game with one hero, then play as the second character only to find things slightly changed by what you did the first time around. Nemesis is a single-CD game that centers mainly on MI6 loreline. But we assured it packs some gameplay quirks and a few hints for the series. "At some points of the story line," Mikami gave as an example, "you will be presented with a couple of choices. Depending on your choice, the story develops differently." Part of the game takes place in the dogdays, and there's one outdoor area where you'll see falling rain. T&W sequels pop up mainly after you clear traps and tricky areas and aren't used as much to tell the story. The sniper-looking zD backgrounds occasionally have unmarked partitions and are more interactive; you can shoot chandeliers off the ceiling to crush zombies or blast oil drums to make gangs of undead with one well-aimed bullet.

Heck, the visuals are the best in the series, but gamers keen on the real-time 3D locales of Silent Hill and Dino Crisis may be disappointed by Nemesis' pre-rendered approach. Mikami said the zD enhancements were needed to build a quality zombie. "If we were to represent the Resident Evil world with a full 3D engine within the PlayStation's capability, the result would not be as graphically rich and detailed as we want it to be," he said. "The number of polygons allocated for the zombies would not be sufficient. We did not want to have blocky, pixelated zombies."

Pre-rendered backgrounds also let Capcom draw more zombies on the screen, too. And trust us: Nemesis unleashes a lot of enemies. More action oriented than RE1 and RE2, the game is set in the center of Raccoon City, mostly in the streets, where armies of the undead roam freely. Think of all the zombies that roamed the streets at the beginning of RE1—that's what you're up against in Nemesis. To make life even harder for poor Jill, Nemesis' zombies are more aggressive. They can follow her up stairs. Speedier, they shuffle at a non-jogging pace. They'll even respond in areas you've already cleared. Lucky for Jill, a new dodge formula helps her stay out of her's reach, and she'll stumble on the usual arsenal of weapons (which she can shoot and reload faster than in RE1). The last news: Her inventory only holds two guns this time.

Nemesis' messages, in addition to rousing in greater numbers, are more varied. Zombies come





Crash worlds: *RE4*'s Nemesis' 3D backgrounds are sharper, more detailed and touched with animations like rolling smoke.

in to fiends, including policemen, doctors, ordinary citizens, businessmen — all the career types you'd expect in the middle of a hipper midwestern town. The gigantic spooks, zombie dogs, crows and killers of the past games return, as well as new creatures like massive warthogs and a jousting zoea. But the undisputed star of the hellish petting zoo is the Nemesis, sort of a Tyrant on steroids and Umbrella's newest, saddest bioweapon. As Mikami said when discussing this rabidly new pursuer to Japanese gaming meg Denzai PlayStation, "He is always watching you. He is somewhere around you, but you never know where. He is extremely horrifying. He runs extremely fast. He keeps tracking you even though you move from door to door. It makes matters worse, he can use a missile launcher."

Like a demonic *Koolhaas* *Mad Men*, the Nemesis busts through walls when you least expect it. You won't escape him by moving into new areas. Your only option is to run, run, run until he's far behind. Or you must figure a way to destroy him. Good luck.

Although the game focuses on Jill, you will switch to a second character, Carlos Oliveira, at a certain point. Carlos is a 25-year-old hotshot from

the Umbrella Biohazard Countermeasures Force, the team sent to Raccoon City to visit an outbreak. Two other UBC members, Michael Victor and Nicholas Dimev, play supporting roles, kinda like the helper characters in past RE games. You'll also come across scattered survivors in need of rescuing. Saving them all may open secrets and bonus minigames.

Mikami pointed that Nemesis' puzzles will be a bit trickier this time (one we unraveled a fence tied shut by rags you must find a way to burn). Add to that the more aggressive enemies, the interactive backgrounds, the story allowing pick-your-path decisions points and all the other gaudy little tweaks we've mentioned, and Nemesis goes a long way to make up for its lack of two separate adventures and a capping system. "Resident Evil 4 had two discs, so you can play more for a long time," Okamoto told us. "But this one, because it's one disc, the play time is shorter, but the game itself will be deeper. In fact, it's kind of difficult, and one thing the re-doing is if it will be too difficult for some players."

## Resident Evil Code Veronica

Considering that most game sequels fail to recognize the events laid out in their precursors (take the *Final Fantasy* series, for instance), the *Resident Evil* games stand alone for their interweaving of plots and the depth they add to already highly developed central characters. Gardner thinks that's one of the reasons the series





Illustration by Phil Fishers Design



## Figures Not Included

Resident Evil is a merchandising gold mine for Capcom, generating more than \$500 million worldwide last year. In fact, there's enough stuff to meet any RE fan's basic survival needs. Baked? Slip on Mike Saper's T-shirts. Short on tunes? Crank up Wu Communications' Resident Evil soundtrack. Wanna relive the games in your backyard? Grab Toyoko like action figures (above), or play RE on the go with Tiger's Game.com. You'll even find new RE adventures in novels from Glavin & Schuster and comics from Wildstorm Productions.

It is so wildly popular. "What Akasaki can has been able to do is create a sensation on the story," he said. "And people are really hooked on the story and not so much the score factor or a new monster. Not to mention, they like to see that, but there's a story in there, too."

It's for the benefit of the series' growing mythology that Okamoto said Capcom hopes to stay away from Resident Evil reboots like the PlayStation or Director's Cut and Dual Shock versions of RE and RE2, which he called "the same games with a little added on." Instead, he's focusing on the new. Okamoto and Flanagan are writing the scenario for Resident Evil: Code Veronica, due this December on the Japanese Gamecub (it will hit the U.S. anytime from a month to three months later). "Veronica is set after Resident Evil 2," Okamoto said, explaining where the game fits in the overall RE saga, "so it'll go by the same sequence, Veronica is actually Resident Evil 3."

OK, so why wasn't Code Veronica called Resident Evil 3—especially since Nemesis, for which Flanagan didn't write the scenario, is more of a sidestory? Okamoto set the record straight: "Every Resident Evil game on the PSX is numbered, like one to three. On other platforms, we put names on the games, like with Veronica."

Code Veronica has players controlling Claire Redfield from RE2 and her brother, RE's Chris. As you'll remember from RE's finale, Claire was gearing up to continue her search for Chris in Europe, where he's supposedly investigating the Umbrella Corporation's HQ. Okamoto didn't want to give away too much of Veronica's plot, but he did say it's not set in Europe as many expect. Rather, it's set on an island where the game's characters have been captured and are trying to escape to a main continent. As another hint to the game's plot, Okamoto added cryptically, "I will say to one in a living on the continent. It's chilly, and penguins live there."

You've seen the actions of Code Veronica and you know it's the first fully polygonal installment in the franchise. But what shots don't show a monster animation, and it's here that the series reaches new heights in crispness. Zombes swagger with more convincing undulations than ever before. (See more disturbing? Their faces work. Zombes jaws open and close. Eyes twitch. And then there's the elastic arched members that seem on par with the Tyrants of the earlier games. Their lightning-quick appendages can give Claire a brutal beating from across the room.

In terms of gameplay, Code Veronica packs two





Photograph by Mike Latta



**Calcuttles in Japan, Playship president Yoshiaki Ohsumi (above right), BE's HQ producer Kenji Shimizu (above left) and series producer Shinji Mikami (below) are the key players in Resident Evil-related projects.**



Photograph by Capcom

## HOW EXCITED ARE YOU ABOUT RESIDENT EVIL 2 COMING TO THE NG4?

Sort of	543
Very much	635
Incredibly so	1070
Not at all	731

Source: videogames.com online poll

complete adventures—one for Claire, one for Chris—and brings back the ripping system of RE1, although not without some twists. “This time,” Ohsumi explained, “someone goes first, then someone goes afterward. The first person is the younger sister, and the next person is the brother. Depending on what the first person does, it alters the plot. If you break open a building, for instance, then the other person will see it broken. It’s more like real logging.”

We’ll have more info on Code Versant’s story and gameplay as we draw closer to its release.

### Resident Evil 2 for the Nintendo 64

At the February, Capcom’s producer of RE2 for the Nintendo 64, had a triumphant look on his face when we talked to him at E3. “People kept saying with the 64 you can’t have video and you can’t have audio,” he said at the time, “but I thought let’s just go for it, and we did it.” The result is the system’s largest cartridge to date—64 megabytes, twice the size of *The Legend of Zelda: Ocarina of Time*.

Developer Angel Studios (which also behind the voice-intensive *Ken Griffey Jr.’s Slugfest*) managed to compress everything from the two-CD PlayStation original into one 64M cart. That includes the complete story lines for Claire and Leon. That includes all the digitized voice for the in-game characters. That includes the T-01s and ggh Survivor minigames. That includes all the FMV sequences, which are letterboxed and a little grainy but more than clear enough to see what’s going on. Everything’s here.

Unlike *Zelda 64*’s blurry pre-rendered backgrounds, RE2’s locales are crisp—sharper than the PlayStation’s. Pop in the NG4 Pak for even better views.

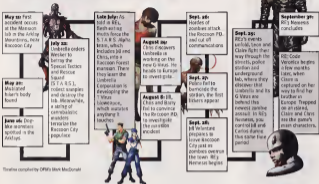
New stuff’s in the works, too, of course. The Expansion Pak will pop the game into hours, but even without it the graphics are crisper and clearer than the PlayStation version. An information database lets you collect and examine items and plot-relevant documents from the entire RE series. All the gore from the PlayStation version remains, with the option to tone down the blood if you’re squeamish. Best both adventures, and items will be randomly relocated if you play again. You can even choose among control schemes modeled after *Zelda* and *Mario 64*.

But what about the cart’s cost? Surely a 64 megabyte cartridge will have a price tag more frightening than the price itself, right? Don’t worry and fear not. “We have been discussing the price with Nintendo of America, and they have been helpful,” Tomesaga said. “I think we can meet the price point of what the consumer would want to spend. We might be in the red a little on every unit we sell, but it will make the players happy.”



## RESIDENT EVIL, ONE DAY AT A TIME

Does the series' intermingling stories have you scratching your head? Get your facts straight with this time line, which kicks off in May 1998.



Timeline compiled by DFM's Mark McDonald

### Resident Evil for the Game Boy Color

Just as Angel Studios is pulling off the impressive feat of cramming REs into an N64 cart, U.K. developer Hatten Studios is doing the same with RE. The team has squeezed every single scene from the original into a 32-Megabit GBC cartridge.

As for how the game looks, imagine playing Resident Evil on the N64. Environments are crude but recognizable, and the spiky-based characters and monsters scale in and out of the background. "Surprisingly few sacrifices have been made in the conversion," a Hatten rep said. "I guess the biggest one is the large enemies you have to do battle with. The GBC is OK at scaling multiple sprites on a vertical line—so tall characters such as humans are easy—but it's not so easy to scale many sprites on a vertical line. Therefore some of the larger enemies had to be rethought."

Hatten has even managed to include some of that infamous RE dialogue. "At the moment we have Resident Evil speech in the game," the representative said. "It will depend on time and space whether we put more in there."

### RE6, Now What?

There you have it, that's absolutely everything Resident Evil that Capcom has in the works. There couldn't possibly be anything else, right? Wrong, of course not. Although Capcom hasn't confirmed its existence, another N64 RE game is on the way. We

promised not to spoil any details, but trust us—it's coming, and it'll take the series back to its roots.

What about RE games for other systems? Just keep in mind that Capcom is a prolific third-party publisher out to support every successful console. "Well, there are projects out there that involve Resident Evil," Gardner said. "There are projects out there that involve the Dreamcast, and certainly the PlayStation. There are projects out there that involve the N64. Assuming that it's still the N64 next year, then I need product for that platform. If they make some sort of change to the Dolphin, then how quickly will we be able to have product for that? We're looking into that. Same thing with PlayStation 2. Certainly we want to support that, but at the same time you don't look at an installed base the size of the PlayStation and say, 'I'm not gonna make any product for that because it's not cool.' That's not a good business decision."

So we'll say it again: Expect a long wait until you play the "big final story" series producer Shinkai spoke of at this article's outset. Resident Evil games, toys, books—everything—will continue on forever, at at least as long as you keep buying it. "There's no end yet," PlayRight's Okamoto told us. "We'll keep focusing on the home, the fan, and. And it's popular, it keeps going and going and going. If it's not popular, it's gone. I'm trying to make it like the James Bond spy movies, where there are a lot of sequels and no end. I want Resident Evil to be like that." 🍌



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Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Call of Duty: Modern Warfare 2	Activision	Intense AI Opponent	Clunky Melee Killing	8.0 8.5 7.0 6.5 7.5	75
Call of Duty: Modern Warfare 2	Activision	Best Melee	Rocky System	7.5 8.5 6.0 6.5 6.5	77
Call of Duty: Modern Warfare 2	Activision	Multi-Map Custom Campaign	Restricting Scaling Controls	4.0 5.0 4.0 4.0 4.0	78
Call of Duty: Modern Warfare 2	Activision	Best Sound AI Opponent	Some Awkwardly Placed Top-Down	7.0 7.0 7.0 6.5 7.0	79
Call of Duty: Modern Warfare 2	Activision	Multi-Map Custom Campaign	Fighting Opponents' Lack of Polish	8.0 9.0 8.5 8.0 8.0	80
Call of Duty: Modern Warfare 2	Activision	Top Player Skills	Voice Commentary	5.0 7.0 6.0 6.0 6.0	81
Call of Duty: Modern Warfare 2	Activision	Number of Courses	Applied Average Broadcasting/Cams	4.0 5.0 5.0 4.0 5.0	82
Call of Duty: Modern Warfare 2	Activision	Colorful Graphics	Kinda Long	1.5 4.0 3.0 4.0 4.0	85
Call of Duty: Modern Warfare 2	Activision	Time of Secrets and Objectives	Camera Still a Pain	7.0 7.0 7.0 6.0 6.0	88
Call of Duty: Modern Warfare 2	Activision	Ports & New Cool Innovations	Too Many Voice in Key Moments	5.0 6.0 6.5 4.5 5.5	93
Call of Duty: Modern Warfare 2	Activision	Best: The Overall Look/Feel	Scaling and Fitting to A Game	2.0 3.0 3.0 4.0 4.0	100
Call of Duty: Modern Warfare 2	Activision	Very Nice Graphics, Great Maps	Difficultly isn't balanced	7.0 6.0 7.0 6.0 7.0	101
Call of Duty: Modern Warfare 2	Activision	Thousands of enemies...	Get Kill The Occasional Repeat...	7.0 6.0 7.5 6.0 6.0	102
Call of Duty: Modern Warfare 2	Activision	Commodity Realism	Janky Camera	6.0 6.0 6.0 6.0 6.0	107
Call of Duty: Modern Warfare 2	Activision	Long Great Cool Battle System	Better Than to Stay on a Hill	6.0 7.0 7.0 6.0 7.0	108
Call of Duty: Modern Warfare 2	Activision	Great Story, Nice Action Scenes	Kill Sounds Like a Little Bit	7.0 6.0 6.0 6.0 6.0	120
Call of Duty: Modern Warfare 2	Activision	Realistic interaction	Sluggish Frame Rate	6.5 7.0 6.5 7.0 6.0	124
Call of Duty: Modern Warfare 2	Activision	Multi-Player Part That Shout!	Still Working: The Best Ever-Play	7.0 7.0 6.0 6.0 6.0	126
Call of Duty: Modern Warfare 2	Activision	Competitive for Player Games	Almost Exactly the Same as Last Year	6.0 7.0 6.0 6.5 6.0	129
Call of Duty: Modern Warfare 2	Activision	Best Handling Vehicle	Look of An F1 Car	7.0 6.0 6.5 6.5 6.0	130
Call of Duty: Modern Warfare 2	Activision	Well It's a Lot Like Battlefield	Really Graphic and Immersive	4.0 4.0 4.0 4.0 4.0	134
Call of Duty: Modern Warfare 2	Activision	Large Variety of Weapons	Abandon Balance	2.5 3.5 4.0 4.0 4.0	135
Call of Duty: Modern Warfare 2	Activision	Great Immersion	Stages of	7.0 6.0 6.0 7.0 6.0	138
Call of Duty: Modern Warfare 2	Activision	Easy to Learn: Hard to Master	Some Difficulty Curve	4.0 7.0 6.0 7.5 6.5	143
Call of Duty: Modern Warfare 2	Activision	Best Overall Value	Confusing Load Progression	6.5 6.0 6.5 6.5 6.5	144
Call of Duty: Modern Warfare 2	Activision	Great Player Moves	The Many Map Mode	7.0 7.0 7.0 7.0 7.0	148
Call of Duty: Modern Warfare 2	Activision	Time of Reality	Quite Similar to The First Modern Warfare	6.0 6.5 6.0 6.5 6.0	149
Call of Duty: Modern Warfare 2	Activision	Good Living From the People	Classical and Last Time	4.0 4.0 4.0 4.0 4.0	150
Call of Duty: Modern Warfare 2	Activision	Best Graphics	Crappy Interface	6.0 7.0 6.0 6.0 6.0	151
Call of Duty: Modern Warfare 2	Activision	Graphics Overall Design	Not incredibly Challenging	6.0 7.0 7.0 6.5 6.5	152
Call of Duty: Modern Warfare 2	Activision	Classic 3D/2D Gameplay	Not Super Wild: It's Type of 3D/2D Game	7.0 7.0 6.0 6.0 6.0	154
Call of Duty: Modern Warfare 2	Activision	Hard to Lay Accurately	Really Much Challenging	7.0 6.0 6.0 6.5 6.5	156
Call of Duty: Modern Warfare 2	Activision	Spooky From the Start	Restricting Vehicle Physics	6.5 6.5 6.0 6.5 6.5	157
Call of Duty: Modern Warfare 2	Activision	Lots of Weapons	Not Controls and Camera Work	6.0 6.0 6.0 6.0 6.0	158
Call of Duty: Modern Warfare 2	Activision	Two-Player Battle Mode	All the The Legends are Early Starter	7.0 6.5 6.5 6.5 6.5	159
Call of Duty: Modern Warfare 2	Activision	Spooky Story	Some English Translation	6.5 6.0 6.5 6.5 6.5	161
Call of Duty: Modern Warfare 2	Activision	Second Campaign	Overused Camera Swishes	6.5 6.0 6.0 6.0 6.0	162
Call of Duty: Modern Warfare 2	Activision	Character Skills System	Some Awful Restricting	4.5 5.0 4.0 4.0 4.0	163
Call of Duty: Modern Warfare 2	Activision	World War Mode	Significant Loss from Accents	6.5 6.5 6.0 6.5 6.5	165
Call of Duty: Modern Warfare 2	Activision	Simple but Not Complex	Trick System is Too Simple	7.0 6.0 6.0 6.0 6.0	166
Call of Duty: Modern Warfare 2	Activision	Lots of Load, Bright Staff	Some Graphics That Kind of	6.0 6.5 6.0 6.0 6.0	168
Call of Duty: Modern Warfare 2	Activision	Separating from Weapons	Camera	3.0 3.0 4.0 3.0 3.0	169
Call of Duty: Modern Warfare 2	Activision	Simple, Well-Designed Gameplay	Many Camera Swishes	6.0 6.0 6.0 6.0 6.0	171
Call of Duty: Modern Warfare 2	Activision	Commonsense Gameplay	The First Five Levels	7.0 7.0 5.5 7.5 7.0	172
Call of Duty: Modern Warfare 2	Activision	Impressive Game-Mode	Checks "Full" that Follows Full	6.5 6.0 6.5 6.0 6.0	174
Call of Duty: Modern Warfare 2	Activision	Outstanding Unity	Difficult to Control	7.5 7.0 7.0 6.0 6.0	175
Call of Duty: Modern Warfare 2	Activision	Lots of Weapons to Learn	Not Controls	6.5 6.0 7.0 6.0 6.0	180
Call of Duty: Modern Warfare 2	Activision	Playing With Friends	No Plot Logic	6.0 7.0 7.0 6.0 6.0	181

### Special Thanks to Our Readers

James & Mattie Smith	Matthew	Highly Addictive	May Be Too Complex for Some	6.0 6.0 4.0 5.0 5.0	95
Support Of Editor: Like a Assassin	Matthew	Classic Game-Play	Not Designed to Show Love	6.0 6.0 7.0 6.0 6.0	98
John D.	Matthew	Two Player Left to Play	New Music: Better Sounds	7.0 7.0 6.0 6.0 6.0	103



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# Tricks of the Trade

by Trickman Terry • [tricks@tdf.com](mailto:tricks@tdf.com)

## TRICK OF THE MONTH

### Star Wars: Episode 1 Racer

(N64)

#### Debug Trick

This code will allow you to open up the game cheats for Star Wars: Episode 1 Racer. To do the trick you need to go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. When in this screen hold down the Z button, while holding it down use the L shoulder button and type in BTHDCAST. Now scroll over to the End option while still holding Z and press the L button once more. At this point nothing will happen. Now, while still holding Z, press the R button to exit the screen and then push "W" to bring you back into the Initials Screen.

Now, while holding "Z" and using "L" shoulder button, type in "MARCUS." Scroll over to the "end" option and while holding "Z," push "L." It should say "OK."

Now begin any saved game and start a race. While in the race, pause the game. While on the Pause Menu path "Left, Down, Right, Up." The GAME CHEATS option



should appear. From this screen you should be able to toggle invincibility, AI speed, Initials games, Mirror Mode and edit vehicle stats!

George W. Manning III  
Atlanta, GA

**Hey, send us your cool new tricks, and we'll cool yours!**

If your trick is selected for the Trick of the Month, you will win a free membership provided by the local people of Internet. If you are given credit for submitting a hot trick in this section, you will win a free mouse. See [www.tricks.com](http://www.tricks.com) for more info. If you send your trick by e-mail, you must include your real name, address, city, state and zip code.

## NINTENDO 64

### Star Wars: Episode 1 Racer

#### Podracer Codes

This is a special way you must enter these codes. First, you must choose a mode from the Title Screen (Main Menu). Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the use



of your stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left hand corner of the screen. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below.

RRRHHH - This lets you play the game with two to four controllers. Player one must use two controllers plugged into ports 1 and 3, and player two must use

two controllers plugged into ports 2 and 4.

RRRHHH - You must first select Item One for this code to work. Once you do, go left this code, save it under any name and go into your file that has Mars selected. You will now be able to play in Item Korso in place of Pasa.

RRRHHH - This code makes you invincible to damage and overheating. Note: This code needs the Cheat Menu to be activated.)

BTHDCAST - This code activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

#### Cheat Menu

To activate the RRRHHH and BTHDCAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

### Ken Griffey Jr.'s Slugfest

#### Visual Codes and More

To get Tick Tock'd players, go to the Create A Player option and type "TICK" for the first name and "TOCK" for the last.



## THE GAMESTOP CODES OF THE MONTH

Two cool codes for two hot games

**Golden Codes**  
**Dragon-Blood Stone The Ring**  
Raha Characters  
0000000000 00000000  
0000000000 00000000  
0000000000 00000000  
0000000000 00000000

**Golden Codes**  
**Beats Adventure Racing 1**  
Male Cheat  
0000000000  
0000000000  
0000000000  
0000000000  
0000000000  
0000000000

name. You will hear a confirmation sound.

To get multiple playable players, go to the Create A Player option and type "CODE1" for the first name and "WIDLEMAP" for the last name. You will hear a confirmation sound.

To play a CPU in a CPU game, go to the Create A Player option and type "CODE1" for the first name and "CPUVS CPU" for the last name. You will hear a confirmation sound. Now when you choose a CPU vs. CPU game, the CPU will take over for the first player.

## Home Run Griffey

This trick only works when Ken Griffey Jr. is up to bat. While you are up to bat, press left, left, left, right, right, left and left on the control pad. You must make contact with the ball after you enter the code to get a home run.

## All-Star Baseball 2000



## Visual Codes

On the Main Setup Screen go to the Enter Cheats option and press 0. On this screen, enter the following codes:

Beach Ball Mode  
Enter B0HBUKTPY as a code at

the Cheat Screen.  
Baseball mode.  
Enter WLDLOWST as a code at the Cheat Screen.  
Fly back to diagnet.  
Enter R0N0W0R as a code at the Cheat Screen. Players will fly back to the diagnet after an out.  
Small players.  
Enter T0M0R0M0 as a code at the Cheat Screen.

Items and address withheld by request

## Busi-A-Move 99



## Another World

At the Title Screen, press B, Left, Right, B. A little enemy icon will appear on the lower right side of the screen. Now you will see "Another World" after choosing the Arcade Mode and Puzzle from the Selection Screen.

## WCW Nitro



## Big Heads

On the Title Screen with the Main Menu, press Right-C seven times, R, 2 for big heads.

## Big Heads, Hands

and Feet  
On the Title Screen with the Main Menu, press R seven times, Right-C button, then hit 2.

## WipeOut 64

### All Ships

At the Main Menu, hold 2+L+R. Quickly press Down-C 4 times, Right-C once, Up-C once, left-C. After you enter the code, you'll see a green flash on the screen.

### Infinite Energy



Hold 2+L+R while playing and then press these buttons: Up-C, Down-C, left-C, Right-C, Up-C, Down-C, left-C, Right-C.

### Infinite Weapons

Hold 2+L+R while playing and press: Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

## PLAYSTATION

## 3Xtreme

### Hidden Characters and Tracks

At the Main Menu, highlight "Memory Card" and press Left or

Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results. Enter "WUYOU" at the Codes Screen to unlock all the Exhibition tracks. Enter "TR00"

## TOP GOLF TRICKS

The top seven games of the last month given the full-on Trickman treatment:

### 1. Pokemon (Blue) (GB)

#### Fight Safari Zone

##### Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the bushes until the first run ends. Go to the Boulder (boulder) in Safari City. If you have a Pokémon with a Surf Ability, you can surf on the water. On the edge of the island, there is a strip of the ocean that is half land and half water. Now, surf on this and use Surf. Surfing on the water will allow you to catch the Pokémon in the water. On the edge of the island, there is a strip of the ocean that is half land and half water. Now, surf on this and use Surf. Surfing on the water will allow you to catch the Pokémon in the water. On the edge of the island, there is a strip of the ocean that is half land and half water. Now, surf on this and use Surf. Surfing on the water will allow you to catch the Pokémon in the water.

### 2. Pokemon (Red) (GB)

#### Find Codes

Find more tricks for this game and send them in!

### 3. Slyhyn Filter (PS)

#### Level Select

Pause the game, go into the Options Menu. Highlight "Save Mission," then press and hold Left + B + C + Select + Square = X.

All Weapons and Unlimited Ammunition  
Pause gameplay and highlight the "Weapons" option. Hold Right + L + R + Circle + Square = B (to select). Note: Only the weapons normally available during the current level will become selectable.



## TRICKS



unlock Nya's alien robotbird in Enter "WHEELBAR" at the Codes Screen to unlock White the car. Enter "GEEP" at the Codes Screen to unlock Geep the alien bike. Enter "BLUECAR" at the Codes Screen to unlock Blue the car.



at the Codes Screen to unlock all the Pro Style tricks. Enter "ASTROMEN" at the Codes Screen to unlock all the alien characters. Enter "DINK" at the Codes Screen to unlock Dink the alien skateboards. Enter "PSD CAR" at the Codes Screen to unlock Red the car. Enter "WUMP" at the Codes Screen to

### MLB 2000



### Heavy Hitter

Go to the Create Player Mode and make the player's name Scott Murray. This player will hit a fast-heat home run every time.

### Need For Speed: High Stakes



### Cop Code

Enter the Game Option Screen and select the User Name Option. Now enter the name: NFS\_PD. This allows any unlocked cop car to race on any track.

### Street Fighter Alpha 3








### Battle Shin Akuma

You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, Select Final Battle Mode from the Main Menu Screen. On the Character Select Screen, press and hold L+R and choose your fighter. Keep holding it until the VS. Screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Steve Scott  
St. Louis, MO

## FIVE POINTLESS TRICKS YOU'LL WONDER WHY YOU TOTTERED

FOR WHOM	WHAT DOES IT DO?	HOW DO YOU DO IT?	SEE MORE
 NBA 2K3 (PS2)	WOOD BANKER	First you must unlock the cut-a-way trade for trick. On the Title Screen, press Left-C (button 1), Right-C (button 2), Right-C (button 3) and 2 buttons. Choose the Court King from the Options screen. If you hit 3 when competing in the Court King, the fighters will do a trade dance.	GOO
 NBA 2K3 (PS2)	FREEZEBOX SHOW	Choose any of the arenas an exhibition match, and press Z to view the stadium when the (Medium Select) appears. Now press the R and Z buttons when a viewing the stadium, and Freezebox will appear behind home plate. Hint: select as quickly as that workbench trick.	GO
 NBA 2K3 (PS2)	ANNOUNCER COMMENTARY	During play, hold Left+Left+R and enter the following: Continue (Center), Up, Triangle, Right, Circle (Enter) four left, Square, Up, Triangle, Down, Square, X, Right, Circle, Up, X, Down, Triangle, Up. Now Ask help?	GOOO
 NBA 2K3 (PS2)	PLAY AS LUNA	Press the Select button at the Map Screen before you begin a level. This will let you play as the green planetoid analog of the red one. The best part is that has historical tapes.	GO
 NBA 2K3 (PS2)	PSG ARE BLACKOUT	On the Menu Setup Screen go to the Enter Cheats option and choose it. On that screen, enter the following code: Roppy mode. Enter SWITCH as a code in the cheat screen. Blackout mode. Enter WTCB as a code in the Cheat Screen. Why? Why? Why?	GOO GO

### Grand Theft Auto: Director's Cut



### Ultimate Cheat

To get the coolest cheat for the game, go to the Player Selection Screen and choose to rename:

# 300,000

The number of copies *Pokémon* is still selling every month

your character with the Square button. Delete the current name and put in HARCOLDHARD. Once you do, your picture will be changed into a painter. Now you'll get all levels, weapons, armor, 9,999,999 points, no caps, armor, coordinates and go back

## Syphon Filter



### Hard Difficulty

When in "New Game" on the Title Screen, press Left+L+R+Select+Square+Circle+R. You will hear Game say, "Damn it!" when entered correctly and when you start the first level, the screen will say "Hard Difficulty."

## Rushdown

### All Tracks

On the Main Menu Screen, press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle. This unlocks all the tracks in the Arcade Mode.



## Fisherman's Ball



### Total Count List

On the Title Screen, press Up, Up, Down, Down, L, R, L, R, X, Circle. Then press the Start button, G, or Options. On the Options Screen, press Select. If you have done the code correctly, you will see a "Total Count Screen." This will display the total number of games played, number of fish breaks, total fish and the totals for all fish caught.

## GAME BOY COLOR

## Super Mario Bros. Deluxe

### Classic Tricks

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1 is still intact!

**Warp Zone:** Go to World 1 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

**Max Out Lives:** Go to World 1 and get to the end of the level where the staircase of blocks leads up to the end level. Big pipe. Two turtles will come down the steps and you'll have to

avoid or get rid of the first one. Now, get the second turtle shell between the spiked block and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Now your score will increase and eventually turn into a Up! This way you can max your level!

**The Last Level:** You must get the number one position on the Ranking Screen (a minimum of 999,999 points). Then on the Title Screen, select the Leap option for an entirely new game—Super Mario Bros. 2: The Last Level.

### You Vs. Boo

You must get a minimum score of 200,000 points. On the Title Screen, select "Boo" for the "You Vs. Boo" bonus levels.

### Extra Lives



EXTREMELY  
YOU VS. BOO



**Note:** This trick works only on a new game. Select the "Boo" option at the Main Menu Screen, and then choose the "Feature Select" option. Keep choosing cards until you get the Extremely Lucky card! This will give you five lives. Return to the Main Menu and choose the original level. Start a new game to begin with 20 lives instead of five.

Freddy Jimenez  
Mexico, CA

## TOP SCREEN TRICKS

CONTINUED

### 4. Mario Party (GB)

#### Special Title Screen

Collect all 100 stars and defeat Bowser on the hidden island (see text), Eternal Star after the last level. Then, you have earned the special Commemorative Title Screen.

### 5. Silent Hill (PS)

#### Extra Options

From the Main Menu, enter the Options Screen. Now press either L, L, L, R, R, R (if your screen is widescreen). Then on "Extra Options" menu will appear in this menu, you can change options such as weapons control, blood color, view control, auto aiming and more!

Casey Keller  
Lincoln, NE

### 6. Frogger (PS)

#### Infinte Lives

Press the game during play and press Right, Square, Triangle, Triangle, Square, Triangle, Z.

#### All Zones Open

Press during play and press Right, Square, Triangle, Square, Triangle, R, L, R, L, Circle. Once you do either of these tricks, you will see the first medals at the bottom of the screen.

### 7. The Legend of Zelda: Ocarina of Time (NG4)

#### Multiple Bottom Trick

Choose one of your FIFTY bottles. Find a shallow pond with a fish or find a Fairy. Drop the bottle and it will sink. Press Start. On the Select Item Screen, choose any weapon or bow (except the Ice, Fire or Light arrow) and equip it. When the bottle is, now you will have a bottle in place of the weapon. Now if you use the bow or a special arrow the bow will still work with the special arrow. When you collect, swim for the item it will go back. Whichever if you cover a needed weapon, you may not get it back!



# Get Some **Cool stuff you could probably live without, but should!**

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## More Cool James Bond Stuff

Back in the day, the idea of using the gadget-laden James Bond movies was just an impossible dream. Well, those days it seems like you can simply go to your local electronics store for each item. At a price, of course. Take these upcoming PDAs for instance. Price Computing is releasing its **Prime VII** with wireless internet access and other mind-boggling features. At the fall, Casio has the multi-media ready **Calcylata 1** (see available with MP3 playback and other such features). In addition to its palm equip **Pocket Viewer PV** (see available now)...and finally, Quikvision is about to bring out its **qV10**, an advanced cell phone with a Palm device, and combine with its biggest **Palm II** too. **Boya**, **PV** soon. **Boya**, **Palm VII** **Boya**. Contact: **\$200**. [www.palm.com](http://www.palm.com) [www.casio.com](http://www.casio.com) [www.quikvision.com](http://www.quikvision.com)







# DVD RELEASE LIST

by G. B. KENNEDY

## July

**Star Wars: Special Edition**  
**Star Wars: The Force** #1 and #2  
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**Star Wars: The Force** #1 and #2  
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## August

**Star Wars: Special Edition**  
**Star Wars: The Force**  
**Star Wars: Special Edition**  
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## CDs Back from the Dead

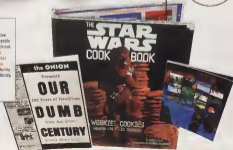
Even though it looks like some sort of strange mix of genres, for roughly the price of a couple of CDs, the **Damage Repair CD Repair Kit** can fix yours—if not all—of your scratched discs. Be aware: The device can't repair big gouges or warping, but it worked like a charm in all of our tests. Try it on music, games and other types of discs.

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## Book Em!

Reading may not be quite as attractive as, say, Ace of Spades, but it's still enjoyable. Which is why you might want to check out one or all of these books: **The Onion Presents Our Dumb Century**, **The Star Wars Cookbook** and **Computer Game Comics!** Each book is interesting, funny and makes a great addition to your library. **Price:** Around \$15, \$15 and \$15.  
[www.theonion.com](http://www.theonion.com)







NEXT MONTH

## September 1999

On sale August 10

### Dreamin' of Dreamcast

July 28 is the biggest day of the year for gamers this year as Sega finally unveils the Dreamcast. We look at the system, the peripherals, every launch game, and talk to the players who let us get to help us answer the questions.

Should I buy a Dreamcast?



We spent six weeks to produce a longer review. Maybe some day?

## ELECTRONIC GAMING MONTHLY



• Dreamcast launch details

• Reviews: *Soul Reaver*, *Driver*, *Toxic Trouble*, *Duke Nukem Zero Hour*, *Jade Cocoon*

• The best gaming news on the planet

• Tons of Tricks + Official GameShark codes

• More ARCADE and GAME BOY COLOR coverage than any other mag

• Why can't we play together?

## PlayStation

August 1999

On sale July 13

### Get Swingin', Baby!

It's premiere month August's *ONE*, with an in-depth feature preview of the PlayStation adaptation of Disney's *Tarzan* and a gophic no-drama-in-uncle-d strategy for Sony's surprising platform adventure *Age of Empires*. We'll also have previews of a few of the new football titles due this coming season, including *NFL Strike 2*—does this year's version ever come close to *Blitz*? And don't miss our no-holds-barred reviews of *Jade Cocoon*, *Chocola* racing and *Wipe Out*. And speaking of *Jade Cocoon*, you'll be able to sample that very game on this month's disc—along with a little game called *Final Fantasy VII*. Don't miss it!

### August Demo Disc

PlayStation

- *FINAL FANTASY VII*
- *III Storm*
- *Tiny Toon*
- *Macross VR 2*
- *Jade Cocoon*
- *Chocola*
- *You Don't Know Jack*
- *Ultimate 8-Ball*

Non-PlayStation:

- *NFL GameDay 2000*
- *NFL Strike 2*
- *Shinobi*

## EXPERT GAMER

August 1999

On sale July 20

### Pokémon Snap Guide

Next month, EG's got a trio of cool games that are sure to keep the next summer hot as hot as it'll be a temp. Monthly, to have fun with our cover feature, we'll show you *Pokémon Snap*! After checking out the *Poké* cast, dive into our legacy of *Blitz*. *Soul Reaver* strategy. *Kan* is huge and challenging, so be sure to check out our guide! Also, we'll have the story on the RPG sleeper hit *Jade Cocoon*. *Story of Rensetsu*. Plus: cheer cards for everyone.

Keep your cool with our *Soul Reaver* strategy

- *Kan* secrets and strategies exposed
- *Blitz* of *Pokémon Snap*
- *World Driver* Unexplored
- *World* *GG* quick hits



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## Official Contest and Sweepstakes Rules

### Track of the Month

A **Track of the Month** contest will be held in which FuncoLand will award a \$100 gift certificate to the winner. The contest will be held from 12:01 AM on 12/15/99 to 11:59 PM on 1/15/00. The contest is open to legal residents of the United States who are at least 18 years old at the time of registration. The contest is open to all legal residents of the United States who are at least 18 years old at the time of registration. The contest is open to all legal residents of the United States who are at least 18 years old at the time of registration.

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